

# FOR WHOM THE DIE ROLLS

September 2006

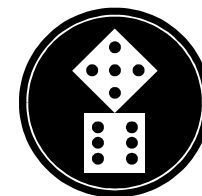
Published by Keith Thomasson

Issue 136

This page has been added to the PDF copy so that reports that appear on facing pages in the paper copy are shown side-by-side.



£2.00



## INSIDE STORY

This is FOR WHOM THE DIE ROLLS #136, a game playing magazine for game players, published by Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ. This issue costs £2.00 (including postage).

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Farewell to Bruce Edwards.

### WAIT

① means that number of players needed. ⇨③ means up to that number needed. ⇨ means there is no limit. ✱ means a list is full.

*Games starting in this issue...*

1856 . . . . . Mike Head, Richard Lunn, Willem Moene, Tony Robbins, John Shelley  
Bus Boss . . . . . Michael Graystone, Steve Ham, Kevin Lee, John Marsden, Colin Sharpe  
(North Wales)  
Railway Rivals . . . . . Michael Graystone, Kevin Lee, John Marsden, Simon Robertson, Colin Sharpe  
(East Anglia)

*Games starting in the next issue...*

✱ 1826 . . . . . Lyndon Gurr, John Shelley, Stephen Webb, Don Smith, Tim Franklin  
✱ Acquire [Standard] . . . Colin Sharpe, Willem Moene, Simon Brooks, Tony Wilcock, John Colledge  
⇨① Bus Boss [Kyrgyzia] . . . Simon Robertson, Jim Reader, Bob Coull, Simon Brooks

*You should own these games or be familiar with their rules...*

⇨① 1850 . . . . . Lyndon Gurr, Tim Franklin, Stephen Webb, Alan Harvey  
⇨③ 1856 . . . . . Tony Sait, Lyndon Gurr  
② 1895 . . . . . Steve Thomas  
⇨② 18EU . . . . . Stephen Webb, Don Smith, Peter Berlin  
(The minor company auctions will be done by e-mail for this game)  
⇨④ Acquire [Standard] . . . Michael Graystone  
⇨② Acquire [Powers] . . . Colin Sharpe, John Colledge, Michael Graystone  
⇨② Age of Steam . . . . . Sharon Khan (original map/first expansion), Michael Longdin, Mike Hutton  
⇨② Industrial Waste . . . . Sharon Khan, Mike Head

*I supply everything you need for these...*

③/⑨ Battle! . . . . . Michael Graystone, Allan Stagg, Steve Ham  
⑤ Breaking Away . . . . Allan Stagg  
⇨④ Bus Boss . . . . . Michael Graystone  
⇨⑤ Golden Strider . . . . Steve Ham, Jim Reader, Roger Trethewey, Kevin Lee, Simon Brooks  
✱ Railway Rivals . . . . . Bob Coull, Jim Reader, Simon Brooks, Tony Bromley, Peter Mearns  
(Israel and Palestine)  
⇨③ Sceptre of Zavandor . . Michael Longdin, Lyndon Gurr, Simon Cutforth

£1 fee for each game, unless otherwise stated, subsidising the cost of the zine

### START

Welcome to issue #136. This issue is being produced in extremely cramped conditions, as building work pushes everything from the back of the house into the front. But it'll be worth it.

When our houses were built, they made a curious decision to stop the upstairs five feet back from the back wall of the downstairs, which meant steel support for the upstairs back wall and a lot more work all round. It also left a flat roof on the extended part of the ground floor, which we quickly covered with a pitched roof when we moved in twelve years ago.

We've been playing with the idea of pushing the upstairs out to the same boundary as the ground floor for some time, but hit some problems due to the inflexible attitude of the planning people. Because we are positioned some twelve feet further back than our neighbours, we weren't allowed to extend all the rooms the full distance as we would be depriving them of light. Rubbish, really, it's the trees at the back of the garden that take the light, but that's the rules and they don't like bending them. It would have meant that one bedroom was either not extended at all, or had a silly extension that wouldn't even be suitable as a walk-in cupboard.

After putting the house on the market for a while - in the middle of one of the deadest periods for house sales for ages - I came up with a compromise. Instead of extending half of the bedroom, we drew a diagonal across the corner that would not be considered a problem, and we get a room that's a little unusual in shape but where the extra space could be used.

After some problems getting builders to quote, the work started the day that I flew out to Indianapolis, leaving Valerie to cope with the builders and the mess. Actually, the mess hasn't been too bad, although we've had our moments. They're generally very good about cleaning up, except for the plumber, who has a habit of using things from around the house and not cleaning them or putting them back.

As I write, the outside walls are up, the roof is on, and the sub-floor has gone down in the upstairs rooms. What's left is the electrical work, partition walls, plastering, tiling, laying the proper floor, and fitting the bathroom. Plus guttering, drainage, windows, ceilings... However, the major structural work is all done.

We're going for wooden floors, or more precisely, bamboo flooring. We were originally going to do just the bathroom, but their special offer turned out to be so good that we decided to do all three rooms. We discovered the bamboo flooring at the Homebuilding and Renovating Show, and were attracted to it for a number of reasons.

It's made by compressing the bamboo under several tons of pressure, so you don't get a floor that's like a lot of bamboo sticks laid side by side, it's actually smooth on top :-). Because of the way it is made there's virtually no grain, so where an oak floor would be a problem in the bathroom because water would get in the grain and cause it to swell, the bamboo is far less susceptible to water damage. That doesn't mean we can flood the bathroom, but we don't plan to do that anyway.

It's solid, which may sound like a silly thing to say, but I mean it's not like some flooring you can get, where the base is solid but the colour comes from a laminate coating. If we drop something and damage the floor, it's the same colour all the way through.

As a bonus, it comes from a sustainable source because bamboo grows back very quickly. They don't cut a tree down to get the wood, they harvest the bamboo from plants that continue to grow, and you don't have to wait twenty years before you can take another harvest.

At one point we thought we'd be finished by the end of September, but it's going to run into October. We just hope it's all done before we leave for Essen.

Have you heard of the UK Games Expo? This is a new event that is planned for June of next year. It sounds like a good thing, but we'll have to wait until June to see if it lives up to its promise. Turn to page 82 for information on this. If you want to contact the organisers about anything, Richard Denning is your man, on [r.denning@hotmail.com](mailto:r.denning@hotmail.com).

So, what else is new? There are big changes in my job, which has become so frustrating that I find myself just wanting to be away from it all. What we used to be able to do ourselves is now being done by another group, but where we used to find a problem and fix it quickly, now we find a problem, ask them to fix it, and start arguing about whether there is even a problem there in the first place. It's crazy, because we can see the problem staring us in the face, they just don't believe us when we tell them it isn't acceptable. One of those 'who is the customer' situations. We are, but we aren't being treated as such.

If it's that frustrating, what should I do about it? Get away from it all, actually. My last day at work is September 29th, after which I'm a free(ish) man. I've surprised more than a few people with that decision, especially when they discovered that I didn't have another employer to go to.

The plan is to greatly expand the Heron Games business and become a full time games reseller. I've done some preparation for this, but I can't do it properly until I've separated myself from my current job. Even then, the building work will restrict things somewhat, as storage space becomes an essential ingredient.

You may recall me mentioning that we had put quite a bit of our stuff into store. When we can we'll start bringing that stuff back to the house. The space we free up in the store will be ideal for storing stock.

I have no delusions about how soon this will pay off. There's the business of getting everything set up and then there's the business of promoting its existence, then there's the business of actually running the business. But it's got to be more fun than what I'm doing at the moment.

Time to get printing, and then prepare for my last week of servitude. ☆

## BOARDPIECES

BY TED ALSPACH



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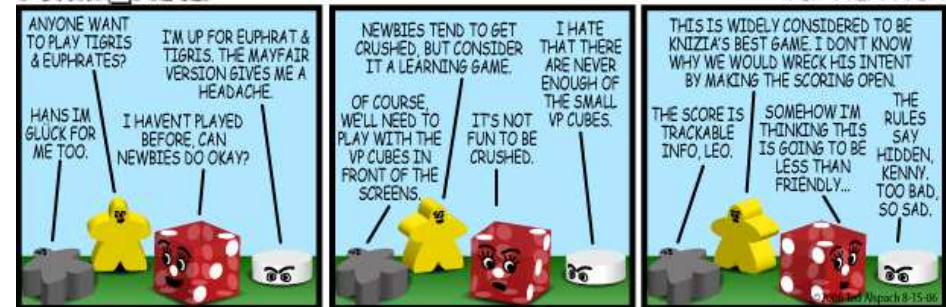
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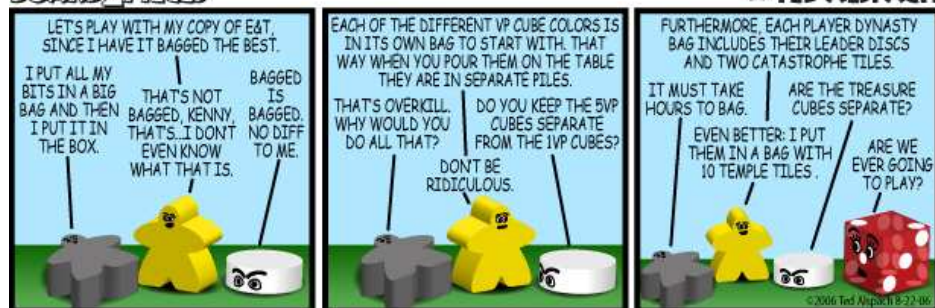
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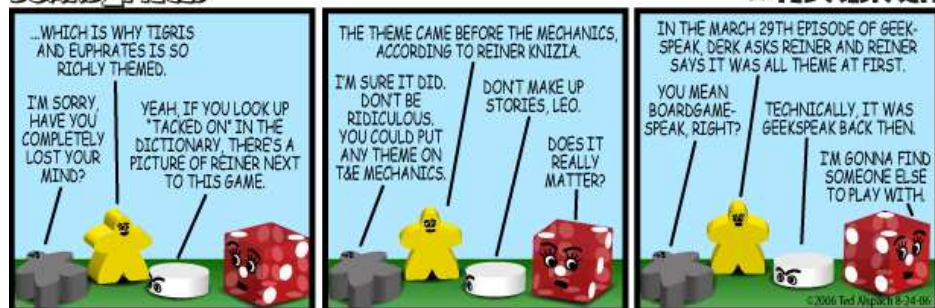
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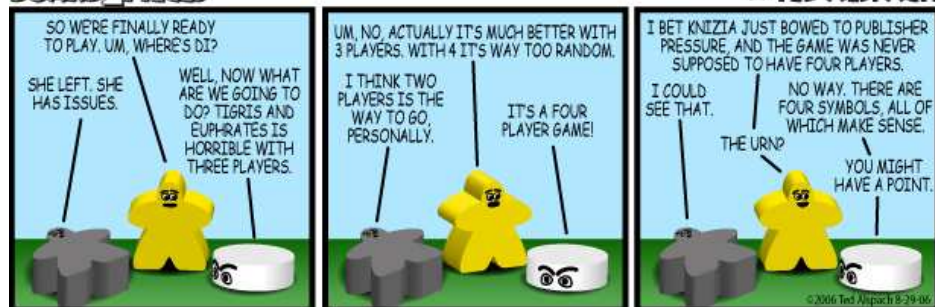
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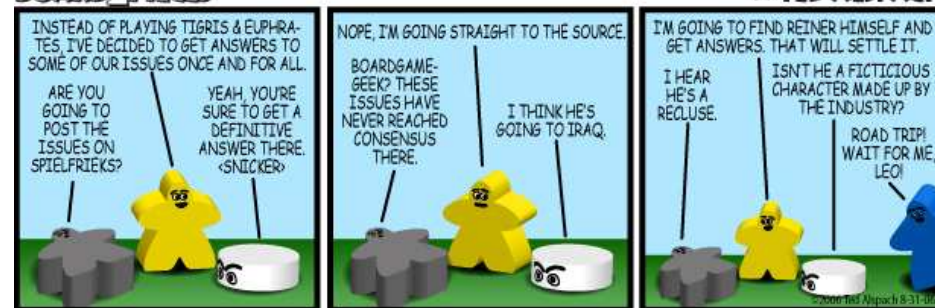
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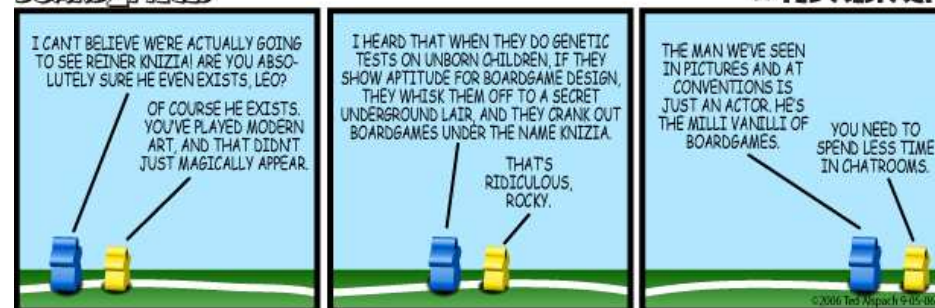
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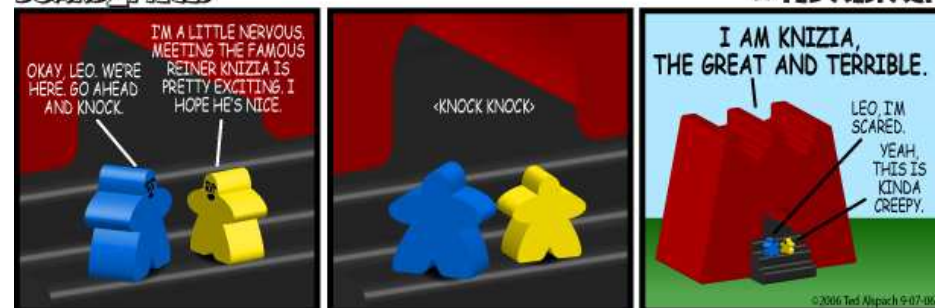
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## THE NEW MISADVENTURES OF GAMING #5

By Dan Bosley

Originally published on [www.boardgamenews.com](http://www.boardgamenews.com)

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Meanwhile back on Mayne Island, it is the next morning. Everyone is up except Ken.

"He's sleeping in," Barbie informs us. "He needs his rest. Singing takes a lot out of him."

"Us, too," comments Bob.

"Yes, it must be tiring singing the same line over and over and over and over and over again," I add.

"You guys," says Barbie. "Give him a break. He just had a little bit to drink and was feeling good. He likes that song."

"Apparently," says Bob.

We get breakfast ready, eat it, and do all the dishes. We look outside. It is pouring rain. The forecast is for sunny breaks in the afternoon. But right now there is no sign of sun whatsoever. Just rain, and lots of it. It looks like an indoor day, at least for right now.

"Well, Dan," says Barbie. "Did you bring any games for five players? I don't think Ken will be up for awhile."

"I did, actually, in case one of you didn't feel like playing a game and the rest of us did," I respond.

I bring out Ticket to Ride. Diane has played it a couple of times, Bob and Carol have played it once before, and Barbie has never played it at all.

"This looks interesting," states Barbie. "That's sure a big map. We don't have to fight each other, do we? I'd rather not do that, if you have something else we could play instead."

"No, no, it's not a wargame. And we don't fight each other. Unless you consider competing for routes fighting."

I tell everyone to pick a colour and take all the plastic trains of that colour. Everyone does so. Barbie takes the

yellow ones. Bob takes the green trains.

"Keep them out of your nose, Bob," I warn Bob, cautioning him about the TransAmerica nostril incident of the previous year. Bob sometimes lets his inner child be free, and when that happens, in a sad and pitiable attempt at juvenile humour, he often will try to place anything handy and relatively small into any currently empty and available orifices of his body. This is not a habit that one wants to encourage with Bob, as things like small trains can get lost this way, never to be seen again. Or if you do see them again, you will really wish you hadn't, because that means that these trains have gone where no train has gone before, there and back again. And it surely won't be a fun ride. At least not for the train. I can't speak for any of Bob's orifices.

And of course, on the broader scale, I am also much concerned about Bob's health, as these Ticket to Ride trains are considerably bigger and thicker than the TransAmerica route markers he used previously, and I'd hate for Bob to cut off his airways as he tries to laugh, and instead of laughing he snorts down the trains, where they get stuck in his throat, and then he starts to choke and then in an effort to breathe, he climbs out of his chair and staggers about the room looking rather alarmed and clutches his throat and then paws at the air futilely trying to suck some air in and then bugs out his eyes and falls writhing onto the floor and almost dies a gruesome death until I leap to the kitchen and grab a butter knife and perform an emergency tracheotomy on Bob just like they do in the movies, where I remove the bloodied trains from his throat and Bob thankfully gasps into his lungs sweet life-sustaining Mayne Island oxygen.

No, I would prefer to just avoid all that,

and simply keep the trains away from Bob's nose in the first place.

"Hey, I'd forgotten about that," Bob says. "If you hadn't reminded me, I would have totally forgotten about it." Bob picks up one of his trains and holds it up dangerously close to his nose, taunting me.

"Bob...." I say warningly.

"Well, should I?" inquires Bob. "Should I? Should I do it?"

"Just back away from the trains, Bob," I tell him.

Bob raises and lowers his eyebrows rapidly in succession at me. "You dare me, you dare me? Huh? Huh? Huh?" asks Bob.

"You don't have to do this, Bob. Just put the train down and walk away. Just put the train down."

"You'd like that, wouldn't you?" asks Bob. The train is only inches away from his nose. He is making threatening motions. The innocent train is in danger.

"The train didn't do anything to you, Bob. You can end this peaceably. Just put the train down and back away," I implore him.

Bob moves the train almost to the moustache staging area just below his nose. He wiggles the train between his fingers.

"Oh Bob, stop it. Stop it, both of you," says Carol, and slaps Bob on the arm and then slaps me on the arm. "You're both acting like idiots."

Bob and I look at each other, and then at Carol.

"Idiots?" asks Bob.

"Idiots?" I repeat.

"We're acting like idiots?" inquires Bob.

"Yes," states Carol.

"Well, that's the very first time I've ever acted like one of those," says Bob, lowering the train to the table as he speaks.

"Me, too. The very first time," I concur.

"The first time, ever," states Bob.

"Yes, the first time, ever," I chime in.

"How about that?" says Bob.

"Yes, how about that?" I agree.

"Acting like idiots," says Bob.

"Yes, acting like idiots," I repeat.

"For the very first time," says Bob.

"Yup, for the very first time," I agree.

"For the first time, ever," Bob says.

"Yes, for the first time, ever," I state.

Carol slaps me on the arm again.

"OW!" I exclaim.

"What are you, an echo chamber?" Carol asks me.

"No," I respond, like a small child thoroughly chastised.

"Are we going to play this game, or are you guys just going to continue to be stupid?" Carol asks.

"Are those mutually exclusive choices?" inquires Bob.

Carol glares at him.

"Yes, how do we play?" asks Barbie.

I explain the rules, and we start the game.

We come to Barbie's turn. And she just sits there.

"It's your turn, Barbie," I remind her.

"What can I do again?" she asks.

"You can draw two cards to add to your hand, or just one card if it's a face-up rainbow wild card, or you can place some of your trains on a route, or you can choose a new destination card or cards."

"O.K., that doesn't help me, I still don't know what to do," says Barbie. "There's too many options."

"Not really," I start to say.

"Yes, there is," Barbie contradicts me.

"Look at all the options. I can draw cards, but I don't know which cards I should be drawing. Do I want a red one and a blue one, or a white one and a green one, or what? And how can I place trains on a route, the routes are all too long, I don't have enough cards yet. And how do I know what routes I should be placing on? And I hardly know where these destinations I have now are on the board, and you want me to maybe get

even more? There's too many options. How can I pick one that isn't stupid?"

"This is what we call the learning game," I explain. "You've never played this game before, and I understand you usually don't play games period. So this is pretty new to you. The first time you play any game is always a learning game. It is for everybody the first time they play a game. Although you should play the game to try to win, you really shouldn't expect to win the first time out, especially when you are playing against other players who have played the game before. Part of the fun of any game is learning for yourself just how the game works. Sort of like the joy of discovery. So don't worry if you make what you think might be dumb mistakes. We all make them - it's just part of learning any new game."

"Well, that's all very nice, I guess, but all that namby-pamby stuff doesn't help me at the moment. I don't know what to do right now," complains Barbie.

"Well, generally speaking, it being the very beginning of the game, unless there's a little route that you want to claim right this instant and you have the cards for it, you should probably draw cards for a few turns to build up your hand, which will then give you a lot more options as to what routes to claim when you claim them."

"O.K., so I draw cards. But I still don't know which cards to draw," says Barbie.

"Probably best initially to try to collect cards that match what you have in your hand, but you have to look at the routes you're trying to complete. That will give you an indication of which cards you should be aiming for, since you really want to complete your routes if you can," I advise.

"This is really hard," says Barbie. "I just don't know."

"Well, if there's no cards face up that you want, then just take 2 of the face down ones," I suggest.

And she does.

And so the game gets going.

But I notice after several rounds that

Barbie has done the SAME thing every single turn. The rest of us have all built a few trains by now, but Barbie has yet to do so. She has not placed any trains at all yet. She has many, many cards in her hand. Every single time it is her turn, she draws two face down cards and adds them to her hand. And that's all she ever does. She has yet to do anything else.

She has not placed any trains.

She has not drawn any new destination cards.

She hasn't even taken any of the five face-up cards. Every time, without fail, she draws the two top cards from the face-down draw pile. And that's the only thing she does, every single turn.

"Uh, Barbie...." I say.

"Yes?"

"Don't forget that you can actually play your cards in order to place your trains on the board along the routes you want," I remind her.

"Yes, thanks, I know," says Barbie.

"O.K." I say.

We play a few more rounds.

Nothing changes on Barbie's end. She still just takes the two face-down cards and that's all. She now has a serious number of cards in her hand. And she is still at zero points.

"Uh, Barbie...." I venture.

"Yes?"

"You have an awful lot of cards there. You really ought to consider playing some of them soon and start getting your trains on the board, or you'll never catch up," I advise.

"That's O.K. I'm not ready to play any cards yet. I have a plan," she tells me.

"A plan?"

"Yes, I have a plan, thank you," Barbie says.

"Does it include ever playing your cards?" I inquire.

"I have a plan, and I'll thank you not to get sarcastic," she says.

"O.K." I say.

The turn comes around to Barbie again.

Without hesitation, she draws the two top cards from the face-down card pile and adds them to her hand. The number of cards in the draw pile is starting to get mighty small.

"You do realize that you can't win this game without playing your cards, right?" I ask her.

"Thank you, I'm not trying to win," Barbie informs me.

"You're not trying to win?" I ask.

"Echo-chamber," comments Carol.

"Thank you," I tell Carol.

Carol smiles cheesily at me.

"You told me this was a learning game and that I shouldn't try to win," Barbie says.

"No, I said it was a learning game and that you shouldn't expect to win. You should still try to win, though."

"I'm not trying to win. What's the point? I'm not a game player. I'm never going to win this game. It's too complicated. There's too many decisions to make. So I'm learning the game, like you said. I'm just learning the game. That's what I'm doing. I'm discovering how the game works. I'm having the joy of discovery like you said. And I'm following my plan, thank you very much," Barbie announces.

"And your plan is to just draw two face-down cards every time, and that's it?" I ask incredulously.

"Yes, that's my strategy, thank you. The more cards I have, the fewer cards you will have, and thus the fewer choices you will all have as the game goes on. So there," Barbie tells us. "If I have all the red cards, then none of you will be completing any more red tracks, right? So that's my strategy. And it's working so far," she states.

"But...but," I sputter.

"No one's played any red tracks for quite awhile, have they?" Barbie asks smugly.

"No. No," I agree.

"So? What does that tell you? It's working!" Barbie says with satisfaction in her voice.

"But it's all wrong," I tell her.

"What's wrong about it? You did say there was no limit to our hand size. And besides, it's a lot easier to play this game when you don't have to think. All I have to do is draw the top two face-down cards each time, it's really easy, and I'm getting quite good at it," Barbie informs us.

I am at a momentary loss for words. This is just too bizarre.

"Hello Echo-Boy," says Carol. "Yoo-hoo! It's your turn."

"But this isn't right," I say to Barbie. "When you play a game, you have to try to win, even if you're new at the game, and not very good yet. That's what playing games is all about - a group of people in friendly competition playing under a common set of rules, each trying their best to win. If you play NOT to win, then weird things can happen."

"Really?" asks Barbie. "Like what? I might lose?"

Suddenly, Ken comes into view in the hallway, as he stumbles out of his bedroom and bumps into the wall. He looks, quite frankly, awful. Really, really awful.

Ken walks in our direction carefully down the hall as if the floor was all hilly, holding the walls for support, and he approaches our table where the Ticket To Ride game is set out. Without warning, as he gets very close to the table, Ken loses his balance and trips over the floor.

He is on a collision course with our Ticket to Ride game. Ken starts to fall onto the table.

And then everything goes into Matrix slow-motion time.....

To be continued...

You can read the next instalment on the web site. Visit [www.boardgamenews.com](http://www.boardgamenews.com) and look in the Features section.

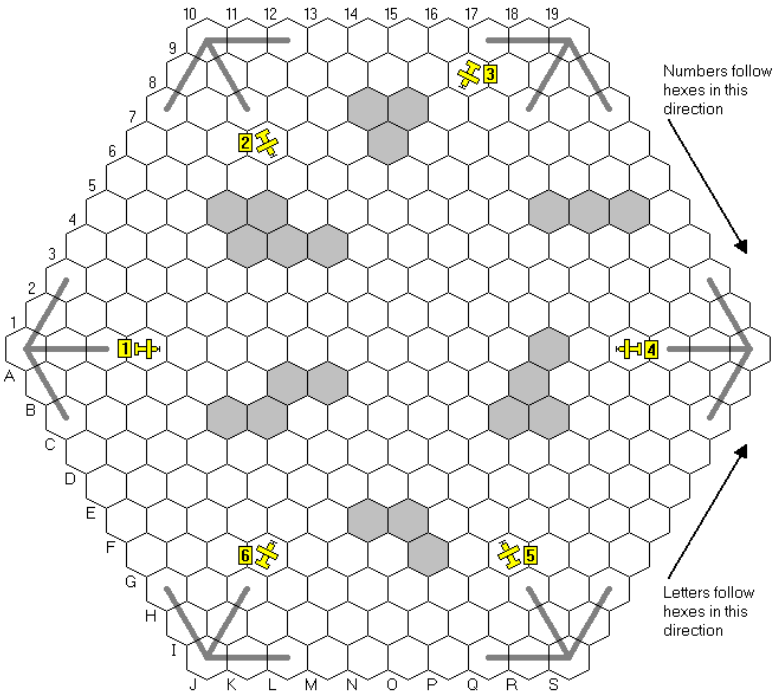


SOPWITH T-340-FW

No shots fired yet.

ROUND 1

Pilot	Starts	Moves	Ends	A:D:P
1 <i>Not Only But Also</i> Don Shailer	A1-E	A, A, A {Airfield: A1}	D4-E	16:12:00
2 <i>Mad Ferret</i> Tim Franklin	A10-SE	A, A, A {Airfield: A10}	D10-SE	16:12:00
3 <i>Roland Slide</i> Simon Brooks	J19-SW	RT, A, LT {Airfield: J19}	H16-SW	16:12:00
4 <i>The Brown Baron</i> ♠ Michael Graystone	S19-W	A, A, A {Airfield: S19}	P16-W	16:12:00
5 <i>Wizard Prang</i> Jim Reader	S10-NW	A, A, A {Airfield: S10}	P10-NW	16:12:00
6 <i>Lord Flashheart</i> ♠ Joakim Spångberg	J1-NE	A, A, A {Airfield: J1}	J4-NE	16:12:00



Everyone takes off towards the centre except for Roland Slide. There's always one.



1856-D22

It's 1856 time again.

NEW GAME

Your initial dealing order is as follows.

Richard Lunn	56 Linwood Grove, Leighton Buzzard, Beds, LU7 4RP
Tony Robbins	Lincoln House, Creaton Road, Hollowell, Northants, NN6 8RP
Willem Moene	Dijkhuizen 4, 1112 SB Diemen, The Netherlands
Mike Head	128 Mendip Road, Halesowen, West Midlands, B63 1JH
John Shelley	22 Grange Road, Harrow, Middlesex, HA1 2PP

Your starting capital is \$300. Our first set of orders will just deal with bids and purchases for the Private Companies, which are:

Flos Tramway	FT	Cost	\$20	Revenue	\$5
Waterloo & Saugeen Railway Co.	WSRC	Cost	\$40	Revenue	\$10
The Canada Company	CC	Cost	\$50	Revenue	\$10
Great Lakes Shipping Company	GLSC	Cost	\$70	Revenue	\$15
Niagara Falls Suspension Bridge Co.	NFSBC	Cost	\$100	Revenue	\$20
St.Clair Frontier Tunnel Company	SCFTC	Cost	\$100	Revenue	\$20

The special features of these companies can be found in your rules. Which ones you are interested in may depend on what kind of game you plan to play, or you may simply be going for some regular income. On the other hand, it may be too early to be thinking of plans.

The common approach to the bidding process is to indicate what you want to go for (or what you want to avoid) and the maximum you'll pay. Bids will be \$5 above the initial price or the last bid unless you advise otherwise. Some players just say 'buy whatever I'm offered', some also give a total limit on expenditure. Do what suits you.

If anyone fancies orders like 'buy any', please let me know if you mean any one (and only one), or any (and all) that are offered to you. I've hit that particular problem before, and it an easy one to avoid once you know of it.

Maps and tile sheets are enclosed for everyone, using the coordinated orientation scheme I'm adopting for new games. All this means is you need to be sure to use the included reference for this game. If you're using Rob's adjudicator to work through the game, I can supply you with a graphic file with the tiles in the orientation that matches the tile sheet. Note that on the reverse of the tile sheet there is an information panel explaining how to order tile lays for your companies.

After the sale of the private companies we'll have the tail end of the first stock round before we hit the first operating round. Enjoy the game.

Orders required for the following round	By the early deadline
SR1, Private Companies only, starting with Richard	





1800-120

We've got the '3' train out.

OR6 - SR7

OR6	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
C&S	AH	6:E5:4	-	-	① ②	80C	420	2
D&RGW	WM	-	30	Yes	② ③	70D	142	3 2

- Notes:
- ① \$100 for the sale of one share to the bank pool (▼90C)
  - ② \$180 to the bank for a 2''train
  - ④ \$300 to the bank for a '3' train
  - ④ \$140 to Peter for the D&SL private

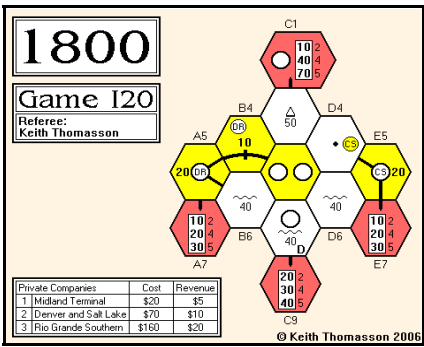
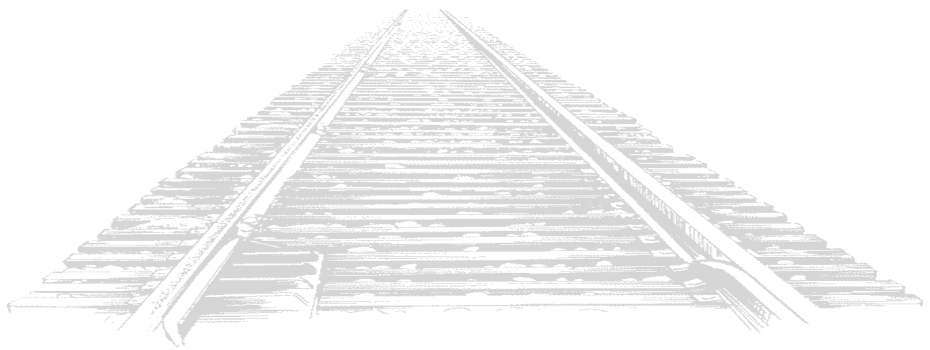
Stock Round 7

Willem	Alan
+ D&RGW treasury	+ D&RGW pool
+ C&S pool	✗
✗	Priority for SR7

Cash Flow	b/f	OR6	SR7	c/f	Value	%	Certs
Alan Harvey	57	25	-70	12	662	51.2	5
Willem Moene	43	168	-150	61	631	48.8	5

Portfolio	PCs	C&S	D&RGW
Alan Harvey	MT, RGS	5P	1
Willem Moene	-	1	7P
Bank (new)	-	4	2
Price		80C	70D
Bank (pool)		-	-
Company credit		420	114
Tokens		2	2
Trains		2	3 2
Bank cash: \$3,113	Certificate limit: 7		Trains: 1 x '4', 1 x '5'

Tiles	Tile number/Availability					One Operating Round between Stock Rounds				
Yellow	3/1	4/2	5/1	6/1	7/1	8/2	9/2	58/2		



Orders required for the following rounds

By the early deadline

OR7, OR8

Adjudication can pause between rounds if requested



1825-S19

An earlier end than planned.

GAME OVER

1st	Tony Robbins	£7,590	27.7%
2nd	Mark Stretch	£7,105	25.9%
3rd	Mike Hutton	£7,006	25.6%
4th	Alan Harvey	£5,703	20.8%

Tony Robbins (1st): I enjoyed this game very much, and was confident that I could hold on to my slender lead over Mark in the latter stages (helped by significant earnings and share price increases from the LTS). I was less certain about Mike's position, as I seem to have spent quite a bit of time in this game trying to second-guess what he was going to do, so it came as a pleasant surprise that he wasn't able to overtake me. Thanks to all involved.

Mike Hutton (3rd): This was another 1825 game where I lost track of the stock market being so small. I'm so used to playing up to 500 that it was a shock to find I was going to end the game myself...

I probably snatched third place from the jaws of second in the last few stock rounds, where I should have concentrated on the GWR rather than start-ups. As usual I was way too busy with trains. I also missed out on the LSWR, which rather out-performed my expectations at the end.

Congrats to Tony for a well-judged game, and thanks to Keith for another game well run.

I didn't quite get Mike's comment about the size of the stock market at first, then read on and remembered that the Unit 1 market tops out at £340 while Unit 2 goes up to £500, so the top-of-the-market game-end condition arrives earlier in this game. Mike - remember that the Unit 3 market also tops out at £340...





1825-L21

The GSWR peeks out from the sheds.

OR2 - SR3

OR2	Pres	Lay		Run	Pay	Notes	Price	Credit	Trains
Cal	AH	8:15:2	-	60	Yes	①	76▲	100	3 2 2
NBR	MH	6:E9:5	-	90	Yes	② ③	76▲	0	2 2 2

- Notes: ① £480 to the bank for a '2' train and a '3' train  
 ② £80 to the bank for terrain costs  
 ③ £40 to the bank for a token in E9

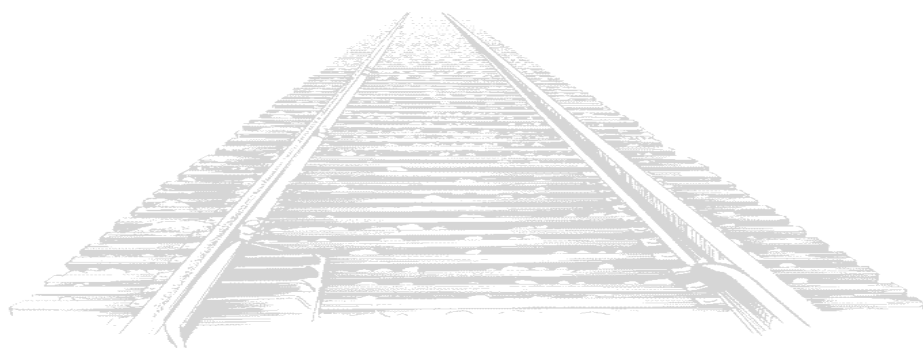
### Stock Round 3

Mike	Alan
+ GSWR Directorship	+ NBR new
✗	✗
Priority for SR4	

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Mike Hutton	58	90	-134	14	870	51.4▲	9
Alan Harvey	16	64	-76	4	824	48.6▼	10

Portfolio	Privates	Cal	NBR	GSWR	GNoS	High	M&C
Mike Hutton	A&F, S&D	1	6D	2D	-	-	-
Alan Harvey	TWW	9D	1	-	-	-	-
Bank (new)		-	3	8	10D	10D	10D
Price (new)		76	76	67			
Bank (pool)		-	-	-	-	-	-
Price (pool)		76	76	67			
Company credit		100	0				
Tokens		3	2				
Trains		3 2 2	2 2 2		(5)	(U3)	(3T)
Bank cash: £4,982		Certificate limit: 17		Trains: 2 x '3', 1 x '4'...			

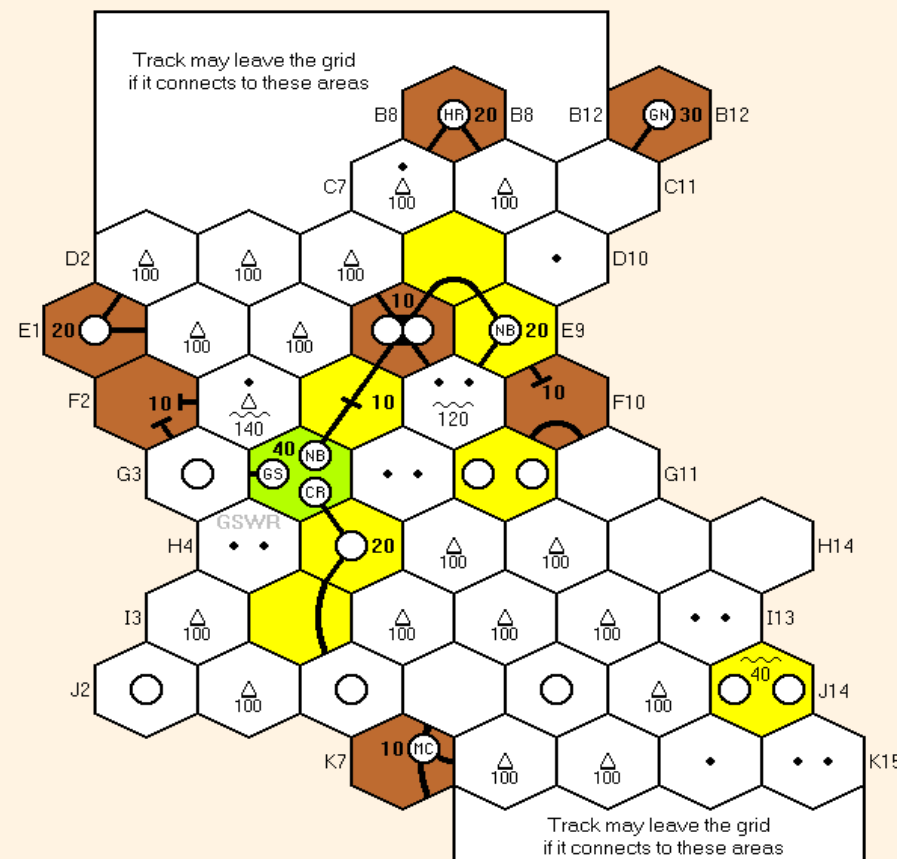
Tiles	Tile number/Availability					Two Operating Rounds between Stock Rounds						
Yellow	1/1	2/1	3/1	4/2	5/2	6/-	7/2	8/5	9/5	55/1	56/1	115/1



1825 Unit 3

Game L21

Referee:  
Keith Thomasson



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Orders required for the following rounds

By the early deadline

OR3, OR4

Adjudication can pause between rounds if requested



1829-J19

Two of the doubling-up  
trains are sold.

OR17 - OR18

The LNWR ran for £360 - I only entered the '4' train run into the system.

OR17	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	44:P10:1	►Q13	220	Yes	①	180▲	150	2+2 4
NER	LG	-	►D6	230	Yes	-	250▲	30	4
Mid	AH	34:S13:6	►P20	350	Yes	-	100▲	10	4 4
NBR	JS	7:D8:4	►C9	-	-	②	71▼	0	6
Cal	JS	5:E9:1	►C11	-	-	③ ④	47▼	10	3T
L&YR	DS	27:Q9:3	►M17	260	No	⑤	53▼	70	4+4E 5
GNR	AH	43:R14:2	►R18	470	Yes	-	112▲	60	5 5
GCR	DS	46:Q9:6	►P20 !	410	Yes	-	58▲	200	6 3T
GSWR	JS	15:E9:5	►F8	200	Yes	-	21▲	180	2+2
High	LR	3:A9:5	►A7	20	Yes	-	56▲	60	3T

Notes:

- ① £600 to the bank for a '2+2' train
- ② £10 to the Caledonian for a '6' train
- ③ £80 to the bank for terrain costs
- ④ £50 to the GSWR for a '3T' train
- ⑤ £830 to the bank for a '4+4E' train

OR18	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	LR	12:A9:5	►P12	500	Yes	-	200▲	150	2+2 4
NER	LG	-	►C5	230	Yes	-	275▲	30	4
Mid	AH	-	►R22	350	Yes	-	112▲	10	4 4
NBR	JS	23:H10:3	►A11	270	Yes	-	76▲	0	6
Cal	JS	9:C11:2	►A13	160	Yes	-	53▲	10	3T
L&YR	DS	-	►L16	630	Yes	-	56▲	70	4+4E 5
GNR	AH	8:R18:2	►R20	470	Yes	-	126▲	60	5 5
GCR	DS	-	►P12 !	410	Yes	-	61▲	200	6 3T
GSWR	JS	10:F8:2	►I11	200	Yes	①	29▲	60	2+2
High	LR	9:A7:3	►A3	50	Yes	-	58▲	60	3T

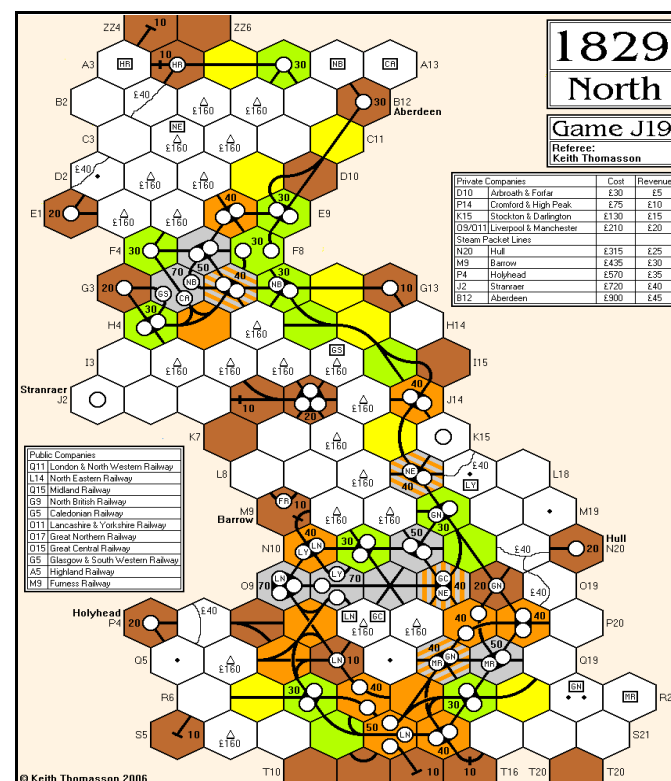
Notes: ① £120 to the bank for terrain costs

Cash Flow	b/f	OR17	OR18	c/f	Value	%	Certs
Lyndon Gurr	1,388	478	715	2,581	5,722	26.6▼	17/19
Alan Harvey	2,026	540	711	3,277	5,204	24.2▼	17/18
David Smith	545	443	875	1,863	4,361	20.3▲	17/19
John Shelley	141	122	482	745	1,943	9.0▲	12/15
Lionel Robbins	483	401	562	1,446	4,288	19.9▼	17

Tiles	Tile number/Availability					Four Operating Rounds between Stock Rounds						
Yellow	1/2	2/2	3/2	4/6	5/4	6/4	7/3	8/5	9/6			
Green	10/2	12/1	13/3	14/-	15/-	16/1	17/1	18/1	19/2	20/2	21/1	22/1
	23/2	24/3	25/2	26/2	27/2	28/-	29/1	30/1	31/1			
Russet	33/1	34/-	35/-	36/-	37/1	38/1	39/-	40/1	41/2	42/2	43/-	44/-
	45/1	46/-	47/2									
Grey	49/-	50/-	51/-	60/1	166/-							

Portfolio	Packets	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Lyndon Gurr	-	3	7D	-	1	-	2	1	4	2	-	-
Alan Harvey	-	1	-	5D	-	5	1	6D	1	1	-	-
David Smith	Holyhead	-	3	-	2	-	6D	2	5D	2	-	-
John Shelley	-	1	-	-	7D	5D	1	-	-	5D	-	-
★ Lionel Robbins	Hull, Barrow	5D	-	5	-	-	-	1	-	-	7D	-

Bank (new)	Stranraer...	-	-	-	-	-	-	-	-	-	2	10P
Price (new)		100	90	82	76	71	67	64	61	58	56	
Bank (pool)		-	-	-	-	-	-	-	-	-	1	-
Price (pool)		200	275	112	76	53	56	126	61	29	58	
Company credit		150	30	10	0	10	70	60	200	60	60	
Tokens		1	3	3	2	3	2	1	3	2	3	3
Trains		2+2	4	4 4	6	3T	4+4E	5 5	6 3T	2+2	3T	
		4					5					
Bank cash: \$10,088.		Certificate limit: 17					Trains: 4 x '7, 1 x '4+4E.					



Orders required for the following rounds

*By the early deadline*

OR19, OR20

*Adjudication can pause between rounds if requested*



1829-C20

One more company joins in.

SR10

Stock Round 10

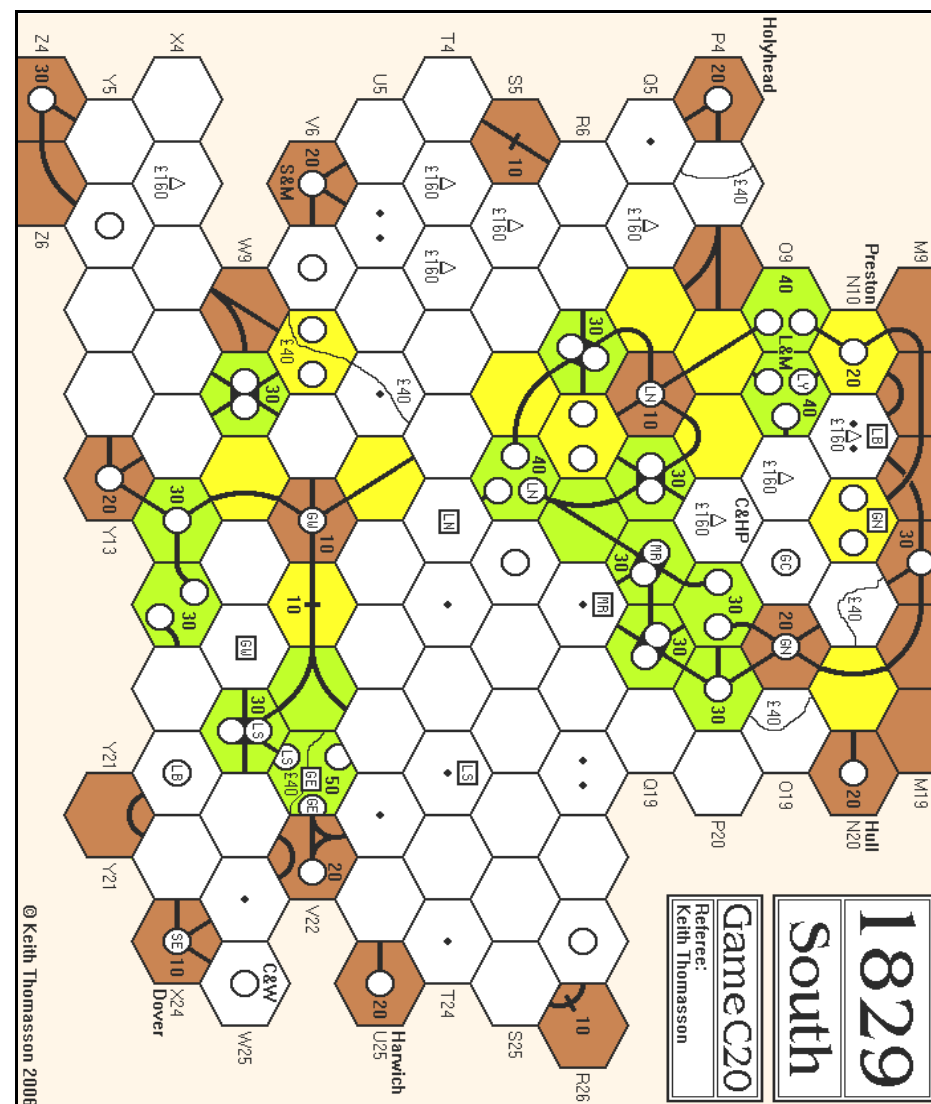
Peter	Don	Martin	David
- 1 LBSC + LNWR pool	+ LBSC new	+ GWR pool	+ LNWR pool
✗	+ LBSC new	✗	✗
✗	+ LBSC new	✗	✗
✗	+ LBSC new	- 2 GWR + GER/Director	✗
✗	+ GER new	+ GER new	✗
✗	+ GER new	+ GER new (floated)	✗
✗	✗	+ GER new	✗
✗	✗	+ GER new	✗
✗	✗	+ GER new	✗
✗	✗	✗	Priority for SR11

Cash Flow	b/f	SR10	c/f	Value	%	Certs
David Smith	251	-225	26	1,870	25.1▲	18
Peter Berlin	204	-164	40	1,157	15.5▲	9
Don Shailer	403	-396	7	2,233	30.0▼	16
Martin Butcher	292	-248	44	2,192	29.4▲	16

Portfolio	Privates	LNWR	GWR	Mid	LSWR	GWR	LBSC	GER	GCR	L&YR	SECR
David Smith	S&M	1	1	2	2	8D	5D	-	-	-	-
Peter Berlin	L&M	1	-	6D	1	1	1	-	-	-	-
Don Shailer	C&HP	5D	2	2	-	1	4	2	-	-	-
Martin Butcher	-	-	5D	-	7D	-	-	7D	-	-	-

Bank (new)	Hull...	-	-	-	-	-	1	10D	10D	10D
Price (new)		100	90	82	76	71	67	64	61	58
Bank (pool)	C&W	3	2	-	-	-	1	-	-	-
Price (pool)		225	200	82	100	90	61	64		
Company credit		30	70	340	710	690	10	640		
Tokens		4	5	4	4	4	3	4	4	3
Trains		3222	322	32	2	33	-	-		
Bank cash: £19,883		Certificate limit: 18					Trains: 1 x '3', 5 x '4'...			

Tiles	Two Operating Rounds between Share Dealing Rounds											
Yellow	1/2	2/2	3/2	4/5	5/2	6/3	7/2	8/5	9/8			
Green	10/1	12/2	13/2	14/-	15/-	16/1	17/1	18/1	19/2	20/2	21/1	22/1
	23/4	24/3	25/1	26/2	27/2	28/1	29/1	30/1	31/1			



Orders required for the following rounds

By the early deadline

OR12, OR13

Adjudication can pause between rounds if requested





1829-V21

One '2' train for each company.

OR1 - SR2

I'm so used to the concept that you can double-head trains in 1829 (i.e. two '2' trains can act like a '3') that I forget it is an optional rule. This will be allowed in the game.

OR1	Pres	Lay	Token	Run	Pay	Notes	Price	Credit	Trains
LNWR	PB	-	P10	-	-	①	90	820	2
NER	RT	5:L14:3	K15	-	-	①	82	720	2

Notes: ① £180 to the bank for a '2' train

Stock Round 2

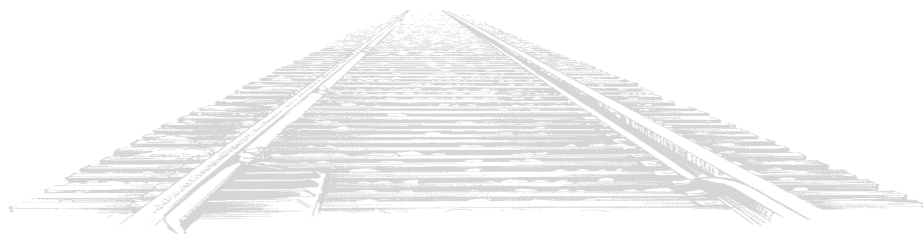
Lionel	Peter	John	Mike	Rob
- 1 NER	x	x	x	x
x	Priority for SR3			

Cash Flow	b/f	OR1	SR2	c/f	Value	%	Certs
Rob Thomasson	4	5	0	9	465	19.3	5
Lionel Robbins	14	20	82	116	498	20.6	3
Peter Berlin	39	10	0	49	476	19.7	4
John Hopkins	84	15	0	99	491	20.3	4
Mike Hutton	304	0	0	394	484	20.1	2

Portfolio	Privates	LNWR	NER	Mid	NBR	Cal	L&YR	GNR	GCR	GSW	High	Furn
Rob Thomasson	A&F	2	3D	-	-	-	-	-	-	-	-	-
Lionel Robbins	L&M	1	1	-	-	-	-	-	-	-	-	-
Peter Berlin	C&HP	3D	1	-	-	-	-	-	-	-	-	-
John Hopkins	S&D	2	1	-	-	-	-	-	-	-	-	-
Mike Hutton	-	2	-	-	-	-	-	-	-	-	-	-

Bank (new)	Hull...	-	3	10P	10P	10P	10P	10P	10P	10P	10P	10P
Price (new)		100	90	82	76	71	67	64	61	58	56	53
Bank (pool)		-	1									
Price (pool)		90	82									
Company credit		820	720									
Tokens		5	5	5	4	4	4	4	4	3	3	3
Trains		2	2									
Bank cash: \$19,423		Certificate limit: 18						Trains: 5 x '2', 5 x '3'...				

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
Yellow	1/2	2/2	3/2	4/6	5/3	6/4	7/4	8/8	9/10			



## 1829

### North

**Game V21**

Referee:  
Keith Thomasson

Private Companies	Cost	Revenue
D10 Arbroath & Forfar	£30	£5
P14 Cromford & High Peak	£75	£10
K15 Stockton & Darlington	£130	£15
O9/O11 Liverpool & Manchester	£210	£20
Steam Packet Lines		
N20 Hull	£315	£25
M9 Barrow	£435	£30
P4 Holyhead	£570	£35
J2 Stranraer	£720	£40
B12 Aberdeen	£900	£45

Public Companies  
 Q11 London & North Western Railway  
 L14 North Eastern Railway  
 Q15 Midland Railway  
 G9 North British Railway  
 G5 Caledonian Railway  
 O11 Lancashire & Yorkshire Railway  
 O17 Great Northern Railway  
 O15 Great Central Railway  
 G5 Glasgow & South Western Railway  
 A5 Highland Railway  
 M9 Furness Railway

Orders required for the following rounds

By the early deadline

OR2, SR3

Adjudication can pause between rounds if requested



1830-G20

The B&M doesn't quite make it to operational status.

SR7

Willem's cash drops by \$12 because the C&O could only run for \$100 in the last two rounds, not \$110.

Stock Round 7

Don	Roger	Stephen	Martin	Willem
+ NYC pool (gains Pres)	+ Erie new	+ B&M new	+ B&O new	+ C&O new
+ NYC pool	+ B&O new	+ B&M new	+ C&O new	+ C&O new
✗	✗	- 1 NYNH + B&M new	✗	✗
✗	✗	✗	Priority for SR8	

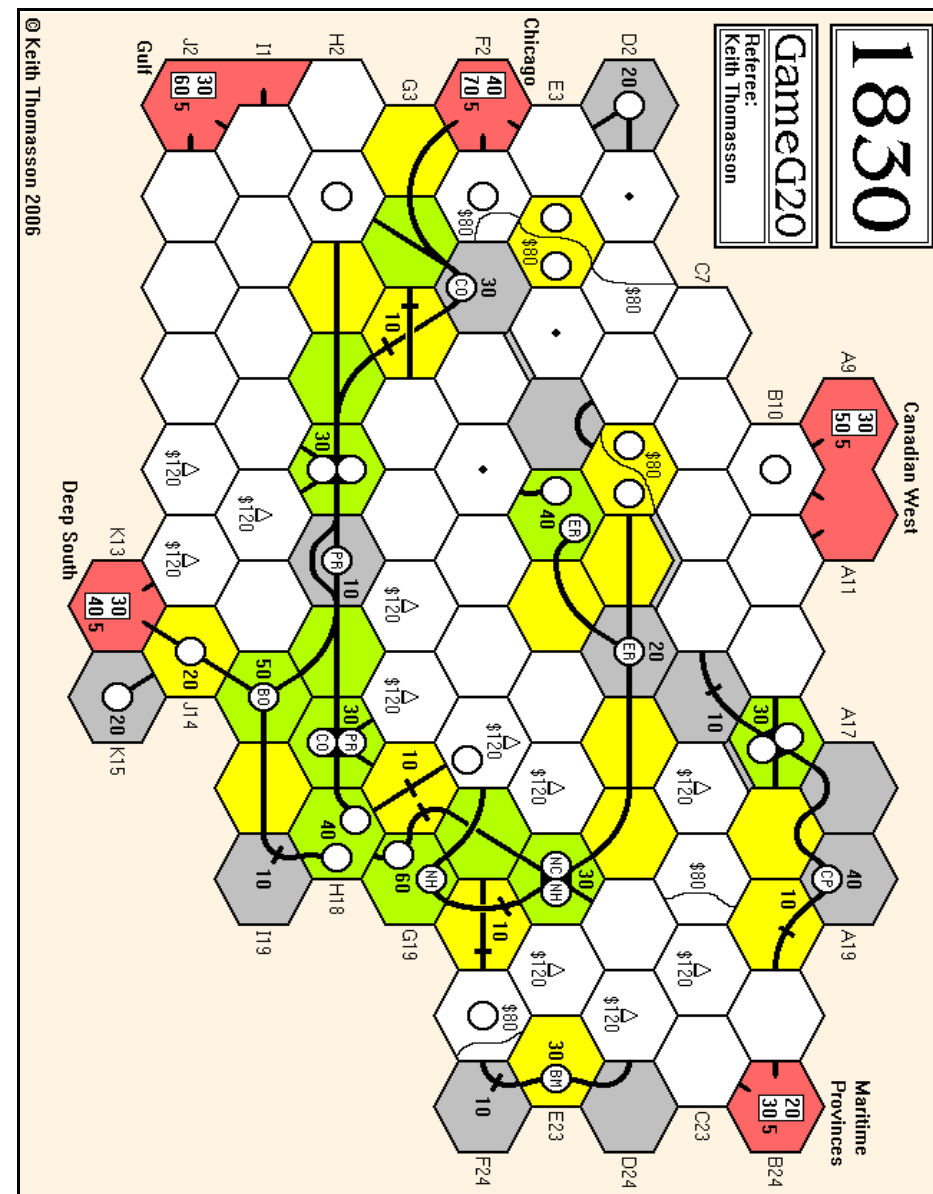
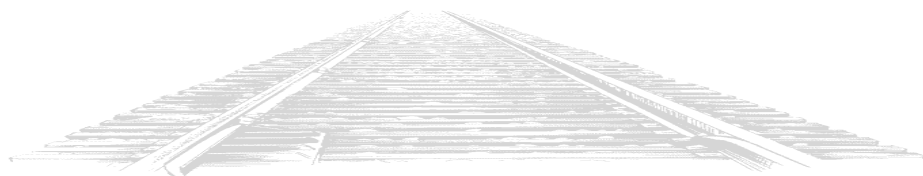
Cash Flow	b/f	SR7	c/f	Value	%	Certs
Stephen Webb	145	-121	24	859	15.9▲	8
Martin Butcher	204	-167	37	1,115	20.6▼	10/11
Willem Moene	138	-134	4	1,180	21.9▼	6/13
Don Smith	236	-220	16	1,166	21.6▲	9
Roger Krueger	274	-200	74	1,080	20.0▲	9

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Stephen Webb	-	-	4	-	-	-	-	1	5P
✗ Martin Butcher	-	6P	-	-	1	1	3	1	-
Willem Moene	-	-	-	-	1	8P	6P	-	-
Don Smith	-	-	6P	-	-	-	-	5P	-
Roger Krueger	-	-	-	4P	6P	-	1	-	-

Bank (new)	-	-	4	2	1	-	-	5
Price (new)	76	90	76	100	67	100	71	67
Bank (pool)	4	-	2	-	-	-	4	-
Price (pool)	80F	125C	70G	100C	40I	126A	80F	67F
Company credit	248	518	503	562	50	600	309	
Tokens	2	3	3	2	1	1	-	2
Trains	4	4	3	3	4	3	4	-

Bank cash: \$9,055 Certificate limit: 13 Trains: 3 x '5', 2 x '6'...  
Current operating order: Erie, NYC, B&O, PRR, NYNH, CPR, C&O

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds								
Yellow	1/1	2/-	3/2	4/2	7/3	8/5	9/3	55/-	56/1	57/3	58/1	69/-	
Green	14/1	15/-	16/1	18/1	19/-	20/1	23/-	24/3	25/1	26/1	27/1	28/1	
	29/1	53/1	54/-	59/-									



Orders required for the following rounds

By the early deadline

OR9, OR10

Adjudication can pause between rounds if requested



1830-R20

The B&M and the Erie are floated.

SR5

The NYNH ran for \$150 and \$170 in the last two rounds - I only ran one of its trains.

#### Stock Round 5

Richard	Mark	Willem	Don	Mike
+ CPR pool	- 1 NYNH {▼80F}	✗	+ B&O pool	- 1 C&O {▼71D}
- 1 B&O {▼90B}	- 1 CPR {▼}			+ Erie/Pres {82}
	- 1 PRR {▼71D}			
	+ B&M/Pres {71}			
+ NYNH pool	+ B&M new	✗	+ NYNH pool	+ Erie new
✗	+ B&M new	✗	✗	+ Erie new
✗	+ B&M new	✗	✗	+ Erie new
✗	+ B&M new (floated)	✗	✗	+ Erie new (floated)
✗	- 1 B&M {▼67F}	✗	✗	✗
✗	+ C&O pool			
		Priority for SR6		

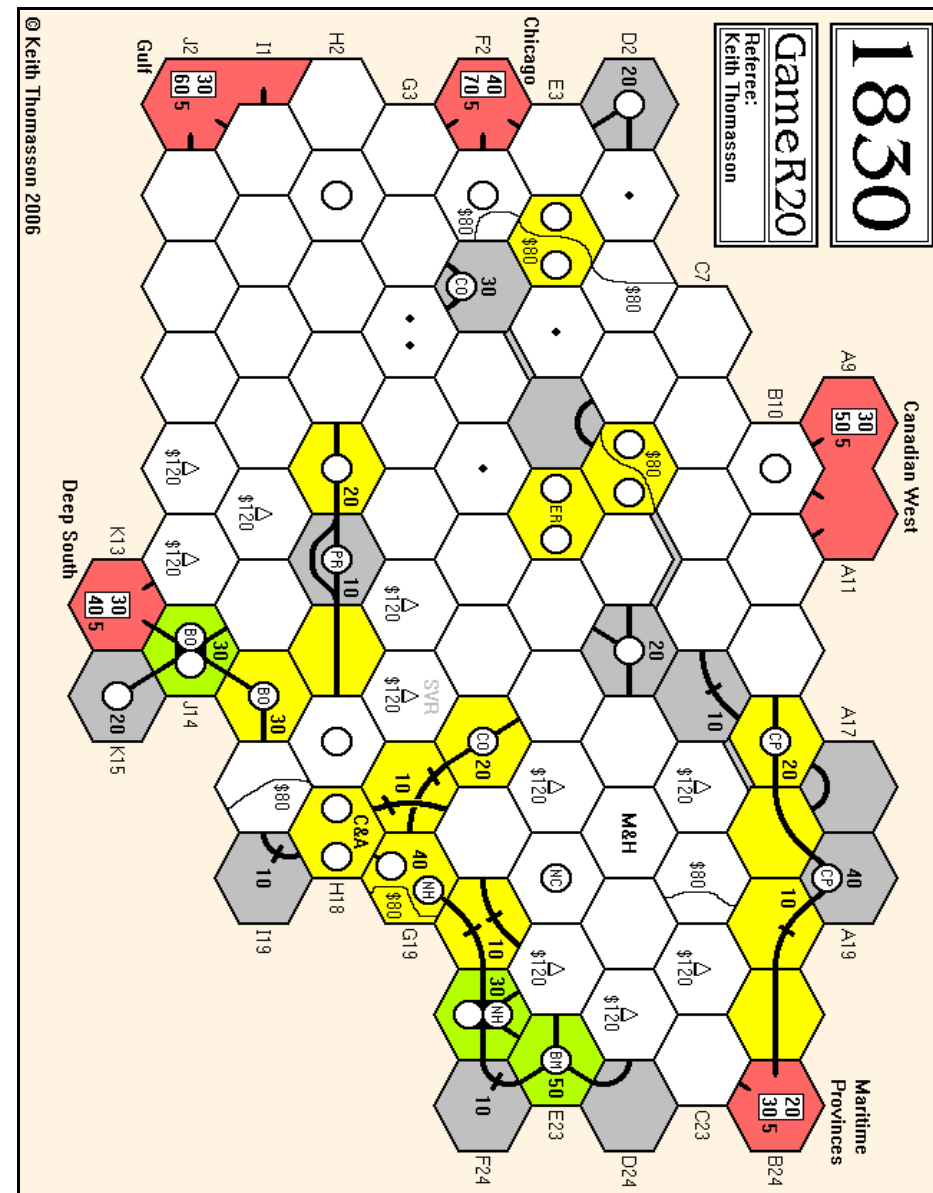
Cash Flow	b/f	SR5	c/f	Value	%	Certs
Richard Lunn	121	-20	101	591	16.6▲	2/9
Mark Frueh	229	-220	9	815	22.9▲	9
Willem Moene	52	0	52	518	14.5▼	5/6
Don Smith	230	-170	60	750	21.1▼	6
Mike Hutton	455	-416	39	886	24.9▼	9

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
Richard Lunn	-	-	-	8P	1	-	-	1	-
Mark Frueh	-	-	-	-	-	1	-	5P	5P
✗ Willem Moene	-	6P	-	1	-	-	-	-	-
Don Smith	C&A	-	-	-	5P	-	-	1	-
Mike Hutton	-	-	-	-	-	5P	6P	-	-

Bank (new)	3	10P	-	4	4	4	-	4
Price (new)	90		71	100	76	82	76	71
Bank (pool)	1	-	1	-	-	-	3	1
Price (pool)	71D		40K	90B	71E	82C	80F	67F
Company credit	480		9	400	0	820	218	710
Tokens	3	4	2	1	1	3	-	2
Trains	3	3	4	4	3	4	3	3

Bank cash: \$9,102 Certificate limit: 13 Trains: 1 x '4', 3 x '5'...

Tiles	Tile number/Availability								Two Operating Rounds between Stock Rounds							
Yellow	1/-	2/1	3/2	4/2	7/4	8/7	9/5	55/1	56/-	57/1	58/1	69/1				
Green	14/2	15/1	16/1	18/1	19/1	20/1	23/3	24/3	25/1	26/1	27/1	28/1				
	29/1	53/1	54/1	59/2												



Orders required for the following rounds

By the early deadline

OR6, OR7

Adjudication can pause between rounds if requested SR5





1830-F21

The NYNH moves house  
while the NYC opens up shop.

OR2 - SR3

OR2	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
NYNH	MH	57:E19:1	50	Yes	①	76D▲	350	2 2 2
C&O	TS	57:H4:2	50	Yes	②	67F▲	410	3 2
PRR	MS	9:H14:3	30	Yes	② ③	67F▲	150	3 2

- Notes: ① \$240 to the bank for three '2' trains  
 ② \$180 to the bank for a '3' train  
 ③ \$260 to Mark for the SVR and M&H privates

#### Stock Round 3

Mike	Mark	Willem	Don	Tony
- 5 NYNH {•60I} (Pres to Willem) + NYC/Pres {82}	+ C&O new	+ C&O new	+ B&O new	✗
+ NYC new	+ PRR new	✗	✗	✗
+ NYC new	+ NYNH pool	✗	✗	✗
+ NYC new	✗	✗	✗	✗
+ NYC new (floated)	✗	✗	✗	✗
✗	Priority for SR4			

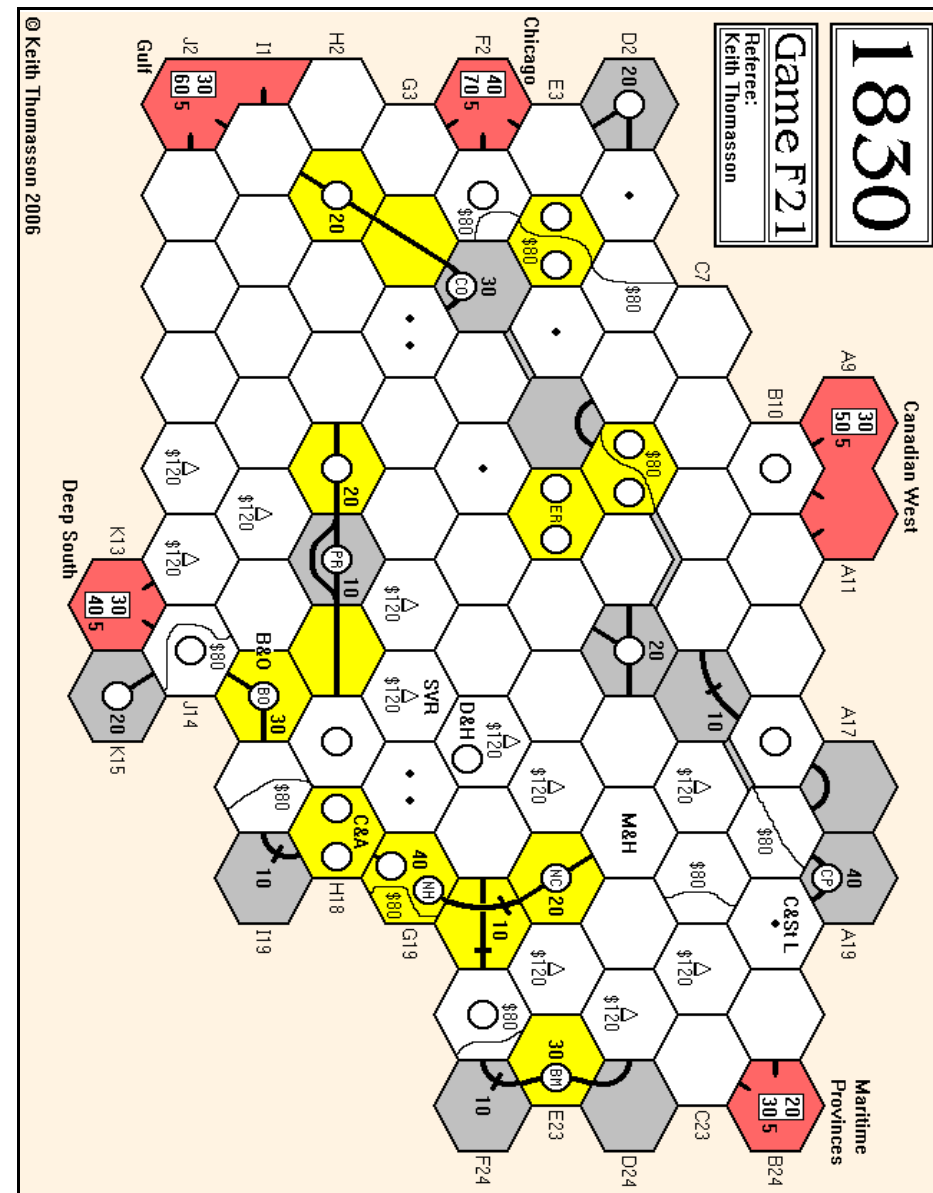
Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Mark Stretch	40	300	-194	146	675	21.7▲	6/7
Willem Moene	62	48	-67	43	577	18.6▼	3/6
Don Smith	59	53	-100	12	766	24.6▼	6/7
Tony Sait	11	33	0	44	513	16.5▼	6
Mike Head	90	40	-112	18	580	18.6▲	6

Portfolio	Privates	PRR	NYC	CPR	B&O	C&O	Erie	NYNH	B&M
✗ Mark Stretch	-	6P	-	-	-	1	-	1	-
Willem Moene	C&A	1	-	-	-	1	-	4P	-
Don Smith	C&StL, B&O	1	-	-	3P	1	-	1	-
Tony Sait	-	1	-	-	-	6P	-	-	-
Mike Head	D&H	-	6P	-	-	-	-	-	-

Bank (new)	1	4	10P	7	1	10P	-	10P
Price (new)	67	82	-	100	67	-	67	-
Bank (pool)	-	-	-	-	-	-	4	-
Price (pool)	67F	82C	-	100A	67F	-	60I	-
Company credit	590	820	-	-	590	-	590	-
Tokens	3	4	4	3	2	3	1	2
Trains	2	-	-	-	2	-	2	-

Bank cash: \$10,007 Certificate limit: 13 Trains: 3 x '3', 4 x '4'...  
 Current operating order: NYC, C&O, PRR, NYNH

Tiles	Tile number/Availability				One Operating Round between Stock Rounds								
Yellow	1/1	2/1	3/2	4/2	7/4	8/8	9/6	53/1	56/1	57/3	58/2	69/-	



Orders required for the following rounds

By the early deadline

OR3, OR4

Adjudication can pause between rounds if requested



1835-B21

The SxE sells out and the directorship finds a new owner.

OR4 - SR5

OR4	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
B-M	TS	4:K3:1	40	Yes	-	60		2
B-P	MS	57:H16:1	40	Yes	①	10		2+2 2
Mag	DS	8:E11:1	40	Yes	-	60		2
K-M	WM	9:E9:2	30	Yes	①	5		2+2 2
B-S	JS	-	50	Yes	-	75		2
A-K	JS	4:B14:3	60	Yes	-	90		2
ByE	JS	8:N18:6	8:N16:3	150	Yes	-	120B▲	2+2 2 2 2

Notes: ① 120M to the bank for a '2+2' train

#### Stock Round 5

Don	John	Willem	Mark	Tony
+SxE new	✗	+ SxE new (floated)	+ SxE new	- 3 ByE (▼110C) + SxE new
✗	+ ByE pool	+ SxE new	✗	+ SxE new
✗	+ ByE pool	✗	✗	+ SxE new (gains Dir)
✗	✗	✗	✗	✗
Priority for SR6				

Cash Flow	b/f	OR4	SR5	c/f	Value	%	Certs
Willem Moene	123	60	-176	7	621	17.0▼	5
Mark Stretch	110	40	-88	62	698	19.0▼	5
Tony Sait	40	80	-96	216	814	22.2▲	5
Don Smith	76	95	-88	83	815	22.2▲	7
John Shelley	129	100	-220	9	719	19.6▲	6

Portfolio	Privates	PrE	ByE	SxE	BaE	WtE	HeE	MsE	OIE
Willem Moene	Han / K-M	-	10/1	20/2	-	-	-	-	-
Mark Stretch	L-D / B-P	-	-	30/3	-	-	-	-	-
Tony Sait	Pfa / B-M	-	-	40/3	-	-	-	-	-
Don Smith	N-F, Bra / Mag	-	30/3	10/1	-	-	-	-	-
John Shelley	B-S, A-K	-	50/4	-	-	-	-	-	-

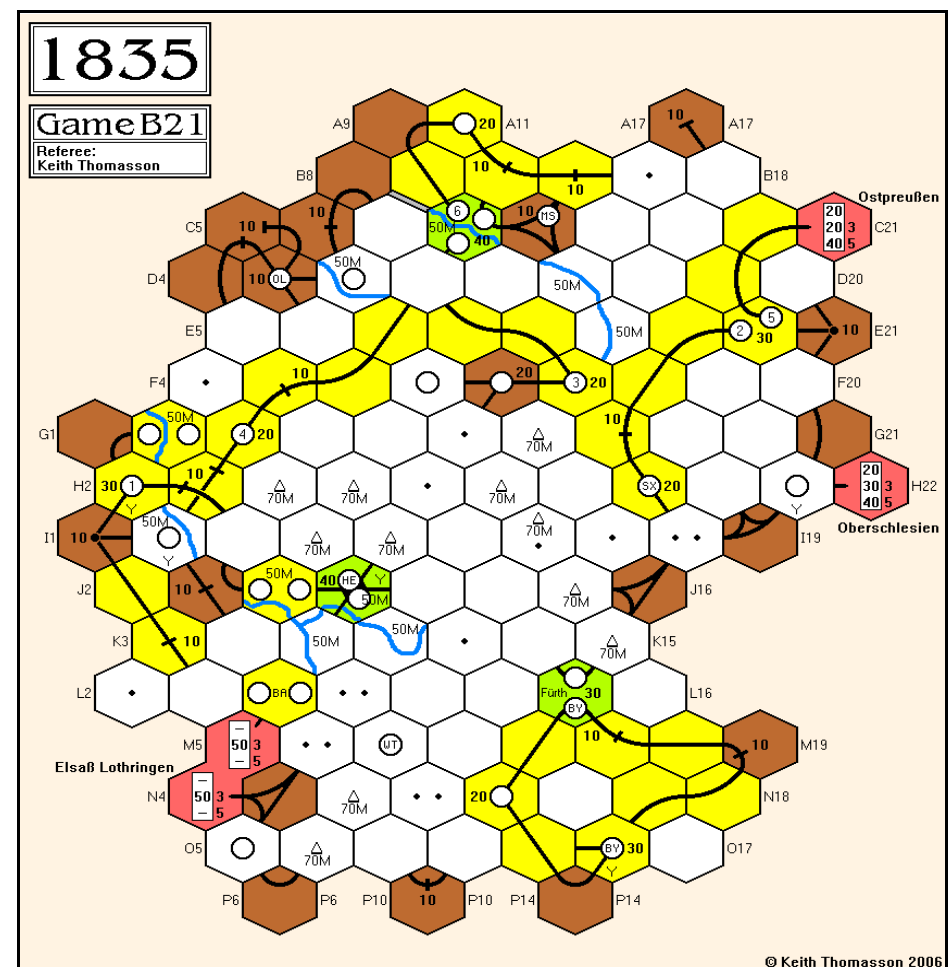
Bank (new)	40/4	-	-	100/8	100/8	100/8	100/7	100/7
Price (new)	154	92	88	84	84	84	80	80
Bank (pool)	-	10/1	-	-	-	-	-	-
Price (pool)	-	110C	92C	-	-	-	-	-
Company credit	-	350	880	-	-	-	-	-
Trains	-	2+2	-	-	-	-	-	-
	-	2 2 2	-	-	-	-	-	-

Bank cash: 10,093M      Certificate limit: 12      Trains: 1 x '2+2', 4 x '3'...  
Current operating order: B-M, B-P, Mag, K-M, B-S, A-K, ByE, SxE

Tiles

One Operating Round between Stock Rounds

Yellow	1/1	2/1	3/2	4/1	5/2	6/1	7/8	8/8	9/5	55/1	56/1	57/-
	58/-	69/1	201/1	202/1								



Orders required for the following rounds

By the early deadline

OR5, SR6

Adjudication can pause between rounds if requested



1837-G21

Two directorships are bagged.

OR2 - SR3

OR2_Pres	Lay	Run	Mines	Pay	Notes	Price	Credit	Trains
EPP SW	8:D12:4	10	20	Half	-		25	1G
RGTE DS	8:B10:2	30	30	Half	-		45	1G
EOD TR	8:D16:1	10	20	Half	-		25	1G
EKT DS	401:C23:4	40	25	Half	-		45	1G
MLB GH	201:C33:5	30	20	Half	-		35	1G
ZKB DS	7:I35:4	40	25	Half	-		45	1G
SPB SW	404:J28:1	20	30	Half	-		40	1G
LRB SW	-	30	25	Half	-		40	1G
BB DS	8:N16:4	20	35	Half	-		45	1G
EHS DS	7:E29:4	30	20	Half	-		35	1G
S1 SW	5:I15:2	60	-	Half	-		30	2
S2 TR	56:J12:1	40	-	Half	-		20	2
S3 SW	9:I5:3	50	-	Half	-		25	2
S4 GH	9:J6:2	60	-	Half	-		30	2
S5 GH	8:L4:6	50	-	Half	-		25	2
K1 SW	4:E15:3	50	-	Half	-		25	2
K2 TR	404:G13:3	60	-	Half	-		30	2
K3 TR	8:F14:3	50	-	Half	-		25	2
U1 DS	8:I19:2	60	-	Half	-		120	2
U3 TR	2:I23:6	50	-	Half	①		65	2

Notes: ① 50K to the bank for terrain costs

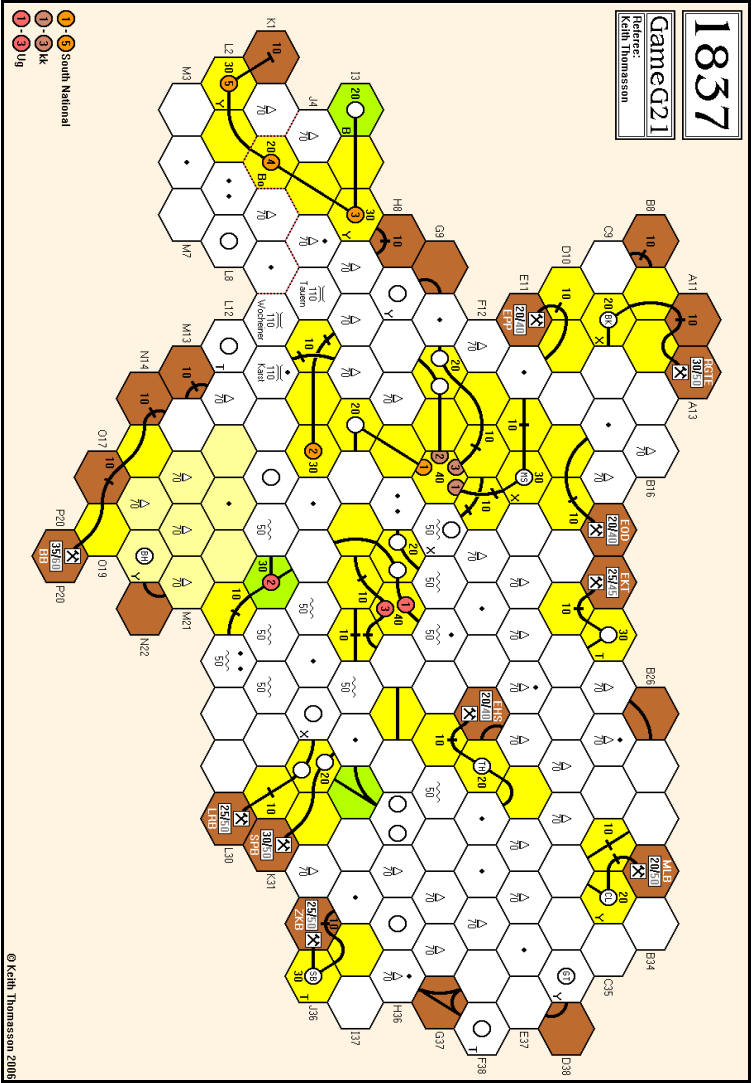
Stock Round 3			
Stephen	Don	Tony	Geoff
x	+ Ug2 for 90K	+ Ms/Dir {70}	+ Bk/Dir {104}
x	x	x	x
Priority for SR4			

Cash Flow	b/f	OR2	SR3	c/f	Value	%	Certs
Stephen Webb	35	135	0	170	895	26.0▼	8
Don Smith	25	110	-90	45	815	23.7▼	8
Tony Robbins	60	117	-140	37	767	22.3▼	7
Geoff Hardingham	65	172	-208	29	967	28.1▲	9

Portfolio	Mountain Railways etc	Bh	Bk	Cl	Gt	Kk	Ms	Sb	Sd	Th	Ug
Stephen Webb	A S EPP SPB LRB S1 S3 K1	-	-	-	-	-	-	-	-	-	-
Don Smith	RGTE EKT ZKB BB EHS U1 *2 U2	-	-	-	-	-	-	-	-	-	-
Tony Robbins	Kara EOD S2 K2 K3 U3/P	-	-	-	-	-	2D	-	-	-	-
Geoff Hardingham	B Kart T W MLB S4 S5 U3	-	2D	-	-	-	-	-	-	-	-

Bank (new)	9	6	9	10	7	6	8	5	8	5
Price (new)	104			70						
Bank (pool)	-	-	-	-	-	-	-	-	-	-
Price (pool)	104A			70G						
Bank cash:	13	122K	Certificate limit: 21			Trains: 4 x '2' 5 x '3' 6 x '2g'				
Current operating order: Coal companies, S1, S2, S3, S4, S5, K1, K2, K3, U1, U2, U3										

Tiles	Tile number/Availability					One Operating Round between Stock Rounds						
Yellow	1/2	2/2	3/4	4/8	5/1	7/9	8/20	9/17	55/1	56/-	57/1	58/9
	69/2	201/1	202/2	401/2	402/2	404/1						



Orders required for the following rounds	By the early deadline
OR3, SR4	Adjudication can pause between rounds if requested





1856-M19

And we're off once more.

OR13

OR13	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
THB	WM	124:N11:5	290	Yes	-	150C▲	55	D
WGB	SC	28:I10:4	290	No	①	110A▲	21	D 5
BBG	LG	63:J15:1	420	Yes	-	125B▲	122	5 5
CGR	LG	63:J13:1	620	No	-	100A▲	1,025	-
TGB	SW	15:M10:4	310	Yes	-	100B▲	160	6
CPR	TS	20:M8:4	260	Yes	-	45I▲	78	6

Notes: ① \$1,100 to the bank for a Diesel

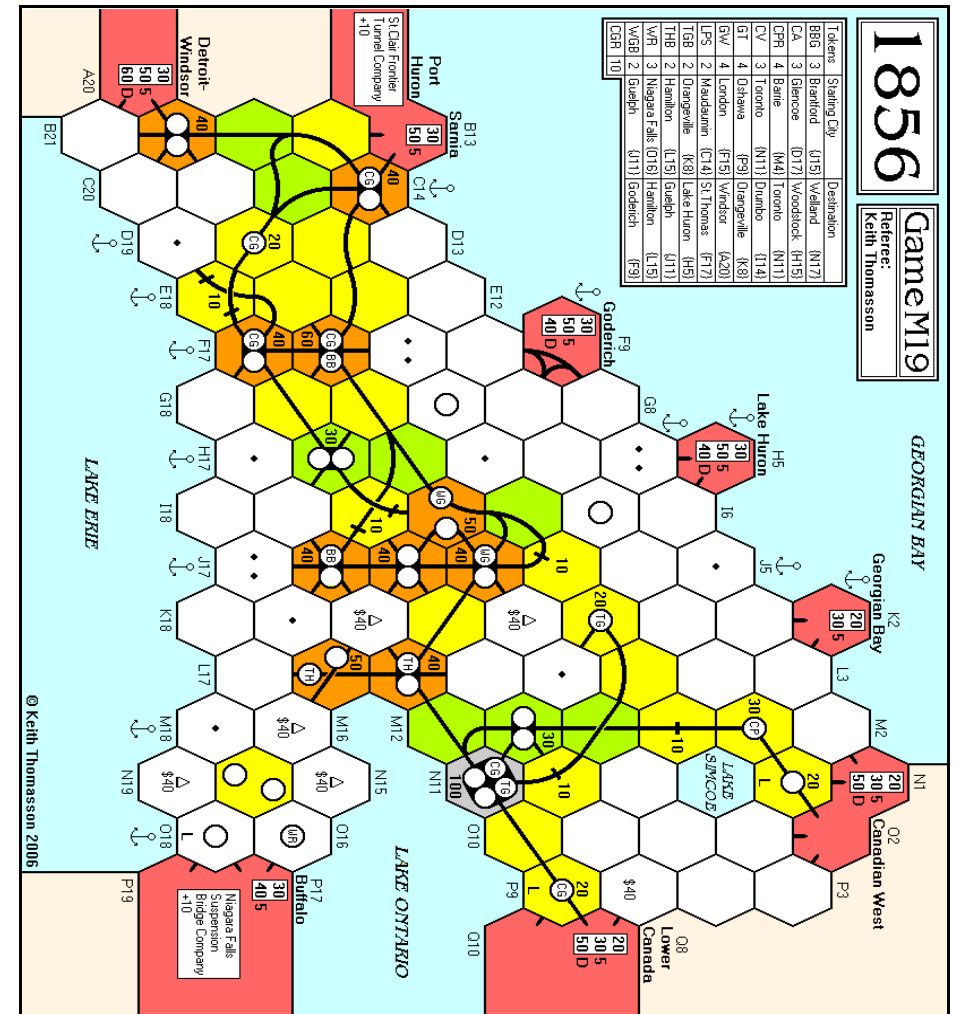
Cash Flow	b/f	OR13	c/f	Value	%	Certs
Stephen Webb	194	244	438	1,538	19.1▲	8
Willem Moene	439	174	613	1,843	22.8▲	8
Tony Sait	42	78	120	255	3.2▲	0/2
Lyndon Gurr	969	310	1,279	2,939	36.4▲	10½
Simon Cutforth	434	0	434	1,494	18.5▼	7

Portfolio	BBG	CPR	TGB	THB	WR	WGB	CGR
Stephen Webb	-	-	6P	2	-	-	2
Willem Moene	-	-	-	6P	-	3	-
Tony Sait	-	3P	-	-	-	-	-
Lyndon Gurr	6P	-	-	2	-	1	5P
Simon Cutforth	-	-	-	-	-	6P	4

Bank (new)	3	4	4	-	10P	-	-
Price (par)	100	65	90	75	-	100	100
Bank (pool)	1	3	-	-	-	-	9
Price (pool)	125B	45I	100B	150C	-	110A	100A
Company credit	122	78	160	55	-	21	985
Tokens	1	4	-	-	3	-	4
Trains	5.5	6	6	D	-	D 5	-

Bank cash: \$7,695 Certificate limit: 13 Trains: Diesels  
Current operating order: THB, BBG, WGB, TGB, CGR, CPR

Tiles	Tile number/Availability												Three Operating Rounds between Stock Rounds		
Yellow	1/1	2/-	3/2	4/3	5/1	6/2	7/6	8/8	9/8	55/1	56/-	57/1			
	58/2	69/-													
Green	14/2	15/3	16/1	17/1	18/1	19/1	20/1	23/3	24/4	25/-	26/-	27/-			
	28/1	29/1	59/2	120/1	121/2										
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/3	64/-	65/1			
	66/1	67/1	68/-	70/1	122/-	125/-	126/-	127/1							
Grey	123/1	124/1													



Orders required for the following round

By the early deadline

SR8



1856-Y19

Just one round,  
which is a very busy one.

OR9

OR9	Pres	Lay	Run	Pay	Notes	Price	Credit	Loans	Trains
CA	SW	57:J13:2	110	Yes	①	125E	542	700	3
THB	MB	-	-	-	②	90A	150	0	4
TGB	RT	58:J9:6	-	-	① ③ ④	90A	654	100	5
WGB	PB	5:J11:6	-	-	⑤	90A	199	0	4 4
GT	RT	122:N11:1	-	-	① ⑥	80F	0	600	3
GW	PB	5:G12:2	-	-	⑦	80F	150	500	5
LPS	PB	-	150	Yes	⑧	100E	20	600	3
WR	MB	68:L15:1	130	Yes	⑨ ⑩	100E	419	600	3
CV	SW	8:K12:3	130	Yes	① ② ③ ④	100B	15	100	4 3
CPR	MH	4:M6:1	-	-	⑤	70B	0	100	5

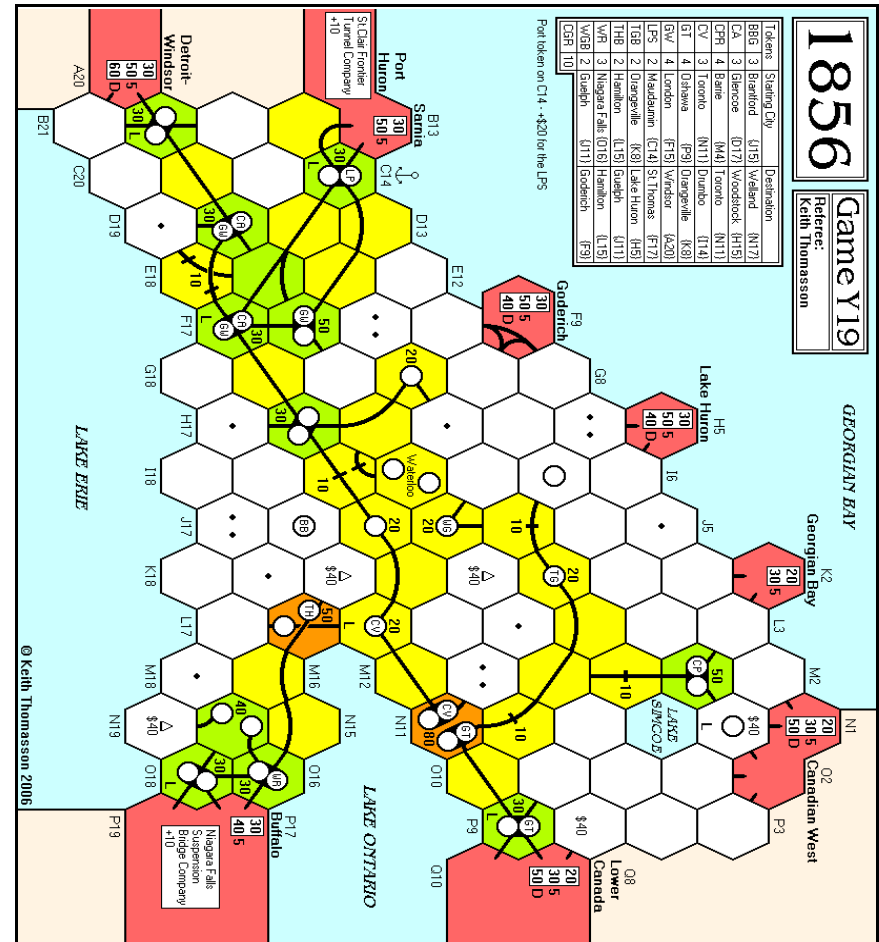
- Notes: ① Government loan secured  
 ② \$350 to the bank for a '4' train  
 ③ \$550 to the bank for a '5' train - private close - LPS gives '3' train to the bank  
 ④ \$1 to the GT for a '3' train  
 ⑤ \$1 to the LPS for a '4' train - \$300 to the GW for a '4' train  
 ⑥ \$615 to the TGB for a '3' train  
 ⑦ \$550 to the bank for a '5' train  
 ⑧ Run reduced to \$90 to pay loan interest  
 ⑨ Destination reached last time - \$325 released from escrow  
 ⑩ Forced redemption of two loans  
 ① \$40 to the bank for terrain costs  
 ② Destination reached - \$100 released from escrow  
 ③ \$40 to the bank for a token in L13  
 ④ \$225 to the bank for a '3' train  
 ⑤ \$550 to the bank for a '5' train, partly funded by \$10 from Mike

Cash Flow	b/f	OR9	c/f	Value	%	Certs
Peter Berlin	45	45	90	1,520	22.9	13
Mike Head	57	8	65	685	10.3	7
Martin Butcher	294	78	372	1,512	22.7	10
Rob Thomasson	101	31	132	1,492	22.4	13
Stephen Webb	60	131	191	1,441	21.7	9

Portfolio	Privates	BBG	CA	CPR	CV	GT	GW	LPS	TGB	THB	WR	WGB
Peter Berlin	-	-	-	-	-	-	6P	5P	-	-	-	5P
Mike Head	-	-	-	6P	-	-	-	2	-	-	-	-
Martin Butcher	-	-	-	-	-	-	-	-	-	6P	6P	-
Rob Thomasson	-	-	2	-	-	6P	1	1	5P	-	-	-
③ Stephen Webb	-	-	6P	-	5P	-	-	-	-	-	-	-

Bank (new)	10P	-	4	4	-	-	-	5	4	-	5
Price (par)		65	90	100	65	65	75	100	100	65	100
Bank (pool)	-	2	-	1	4	3	2	-	-	4	-
Price (pool)		125E	70B	100B	80F	80F	100E	90A	90A	100E	90A
Company credit		542	0	15	0	150	20	654	150	419	199
Tokens	3	1	2	1	2	1	1	1	1	1	2
Trains		3	5	4	3	3	5	3	4	3	4
Bank cash: \$9,001	Certificate limit: 13					Trains: 2 x '6' Diesels					
Current operating order:	CA, LPS, WR, CV, THB, TGB, WGB, GT, GW, CPR										

Titles	Tile number/Availability						Three Operating Rounds between Stock Rounds					
Yellow	1/1	2/-	3/3	4/2	5/-	6/1	7/6	8/7	9/6	55/1	56/-	57/2
Green	58/1	69/1										
Green	14/-	15/-	16/1	17/1	18/1	19/1	20/1	23/4	24/3	25/1	26/1	27/1
Green	28/1	29/1	59/1	120/1	121/-							
Brown	39/1	40/1	41/3	42/3	43/2	44/1	45/2	46/2	47/2	63/4	64/1	65/1
Brown	66/1	67/1	68/-	122/-	125/4	126/1	127/1					



Orders required for the following rounds

By the early deadline

OR10, SR7

Adjudication can pause between rounds if requested



1870-U19

We have a couple of retrospective connection runs.

OR11

Some connection runs were missed. The SLSF did its connection run when it bought its '8' train. The dividend of \$280 was withheld. I was also asked what happened to the ATSF and IC connection runs. The ATSF connection run took place in OR9. The IC placed its destination marker and ran for \$250, which was withheld. Mike claimed \$350 but didn't say how - I suspect he was running beyond the home station, which is not allowed, and also counting off-board values for '8' trains, which weren't out when the run was made.

OR11	Pres	Lay	Run	Pay	Notes	Price	Credit	Trains
SSW	MB	63:H17:1	-	280	Yes	-	180C	81
ATSF	LG	57:M6:3	4:M8:3	300	Yes	①	160B	160
GMO	LG	-	-	530	Yes	②	120D	526
TP	SW	46:I6:3	-	-	-	③	82B	0
MP	JS	24:L15:2	-	-	-	④	76F	0
IC	MH	47:F17:2	-	350	No	-	72F	600
FW	MB	7:D3:3	5:D5:6	190	Half	-	68E	162
SLSF	LG	8:L17:1	8:L19:4	-	-	⑤	60G	0
MKT	SW	15:J5:1	-	200	Yes	-	55I	401

- Notes: ① \$3 to the SLSF for an '8' train  
 ② \$40 to the bank for a token in B11  
 ③ \$25 to the MKT for a '6' train  
 ④ \$800 to the bank for an '8' train, mostly funded by \$535 from John  
 ⑤ \$160 to the ATSF for a '5' train and \$123 to the GMO for a '5' train

Cash Flow	b/f	OR11	c/f	Value	%	Certs
Lyndon Gurr	7	445	452	2,492	25.3	12/13
Stephen Webb	250	153	403	1,208	12.3	5/9
John Shelley	845	-359	486	1,962	20.0	12/13
Mike Hutton	493	110	603	1,874	19.1	12/13
Martin Butcher	404	275	679	2,287	23.3	11

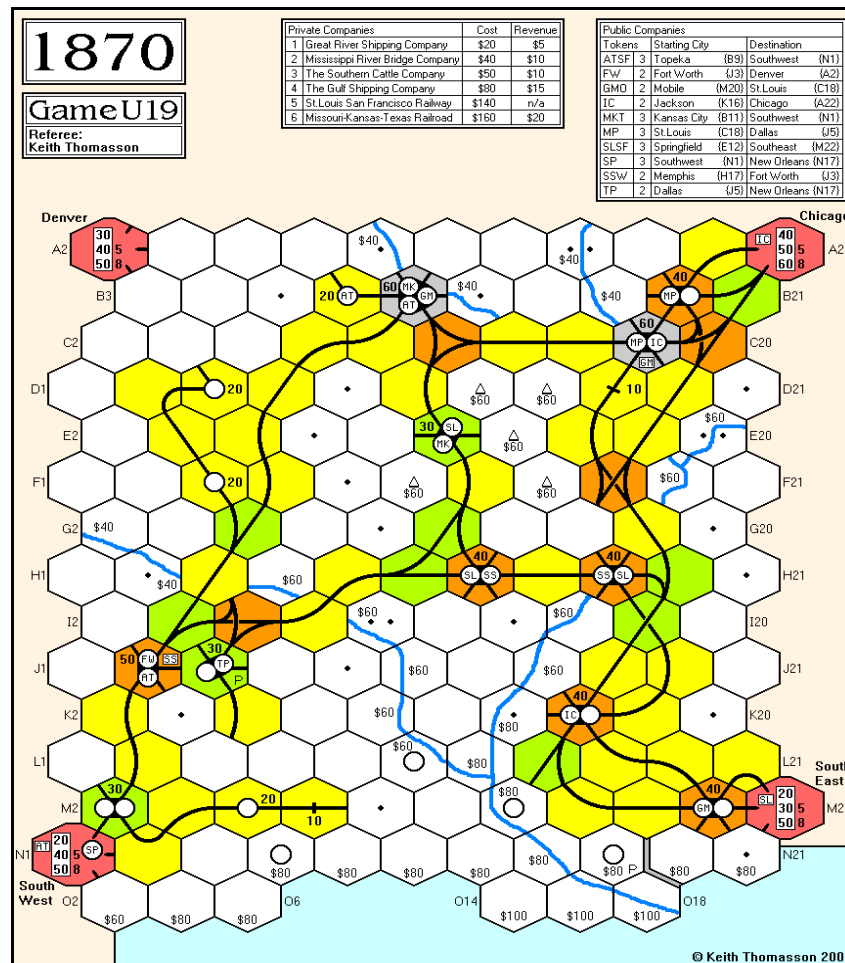
Portfolio	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
Lyndon Gurr	6P	-	5P	-	-	-	2P	4P	-	-
Stephen Webb	-	-	1	-	5P	-	-	-	-	5P
John Shelley	1	1	1	1	-	6P	1	-	3	-
Mike Hutton	3	-	-	6P	1	4	-	-	-	-
✱ Martin Butcher	-	6P	1	-	-	-	-	-	6P	-

Bank (new)	-	3	1	2	2	-	3	6	-	4
Price (par)	100	72	68	76	68	76	100	90	76	100
Bank (pool)	-	-	1	1	-	-	4	-	-	1
Price (pool)	160B	68E	120D	72F	55I	76F	60G	90B	180C	82B
Company credit	160	162	526	600	401	0	0	-	81	0
Redeemed shares	-	-	-	-	2	-	-	-	1	-
Tokens	-	1+D	-	-	D	1+D	-	3+D	-	2+D
Trains	8	8	6	6	5	8	5.5	5	6	6

Bank cash: \$7,447 Certificate limit: 13 Trains: 2 x 10' / 12's  
 Current operating order: SSW, ATSF, GMO, TP, MP, IC, FW, SLSF, MKT

You can only redeem shares during a stock round, and then only one in an entire round.

Titles	Tile number/Availability										Three Operating Rounds between Stock Rounds		
Yellow	1/1	2/1	3/3	4/4	5/1	6/1	7/5	8/7	9/10	55/1	56/1	57/3	
	58/4	69/1											
Green	14/2	15/3	16/2	17/2	18/2	19/2	20/1	23/2	24/-	25/3	26/2	27/2	
	28/2	29/2	141/2	142/2	143/1	144/1							
Brown	39/1	40/1	41/3	42/3	43/1	44/1	45/2	46/1	47/1	63/-	70/2	145/2	
	146/2	147/2	170/3							Grey	171/-	172/-	



Orders required for the following round

By the early deadline

SR7





1870-O20

Most companies are now in play.

SR5

Stock Round 5

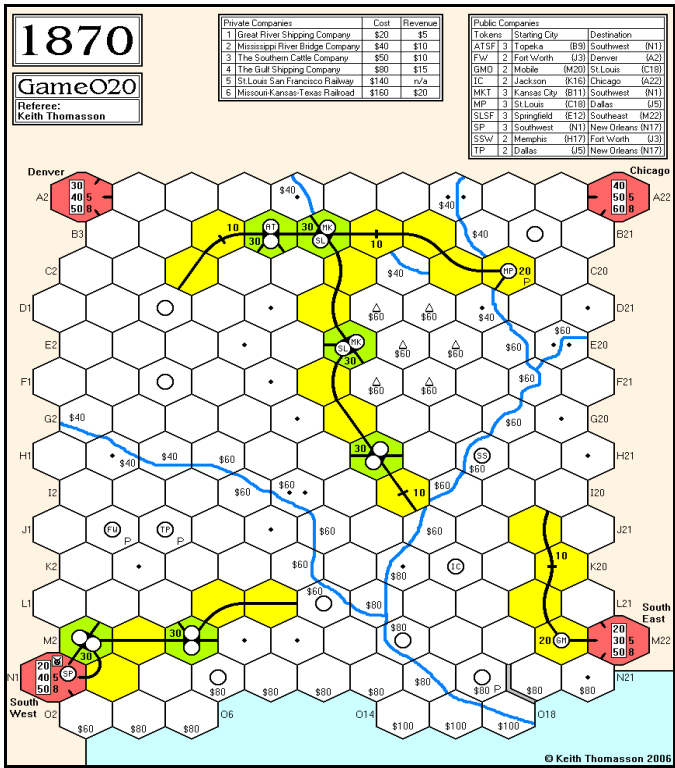
Don	Stephen	Willem	Roger	Simon
+ATSF new	✗	- 2 MKT {▼76G} + FW/Pres {90}	✗	+ IC/Pres {90} - 1 GMO {▼76D}
+ ATSF new	✗	+ FW new	✗	+ IC new
✗	+ MP new	+ FW new	MP redeems from the pool	+ IC new
✗	+ SLSF pool	+ FW new	✗	+ IC new
✗	+ GMO pool	+ FW new {floated}	✗	+ IC new {floated}
✗	✗	SLSF redeems from the pool	- 2 SP {▼90F} - 3 MP {▼76D} + TP/Pres {100}	✗
✗	✗	✗	+ TP new	✗
✗	✗	✗	+ TP new	✗
✗	✗	✗	+ TP new	✗
✗	✗	✗	+ TP new {floated}	✗
✗	✗	✗	- 4 TP {▼72E} + SSW/Pres {90}	✗
✗	✗	✗	+ SSW new	✗
✗	✗	✗	+ SSW new	✗
✗	✗	✗	+ SSW new {floated}	✗
✗	✗	✗	- 3 SSW {▼72E} + MKT pool	✗
✗	✗	✗	+ MKT pool	✗
✗	✗	✗	+ MKT pool	✗
✗	✗	✗	+ MKT pool	✗
✗	✗	✗	✗	Priority for SR6

Cash Flow	b/f	SR5	c/f	Value	%	Certs
Simon Cutforth	503	-458	45	965	20.1▲	9
Don Smith	199	-164	35	855	17.8▲	8
Stephen Webb	322	-258	64	1,092	22.8▼	11
Willem Moene	376	-376	0	1,032	21.5▲	10
Roger Krueger	156	=144	12	852	17.8▼	8

Tiles	Tile number/Availability				Two Operating Rounds between Stock Rounds							
Yellow	1/1	2/1	3/3	4/4	5/1	6/1	7/9	8/15	9/19	55/1	56/1	57/5
	58/3	69/1										
Green	14/2	15/-	16/2	17/2	18/2	19/2	20/2	23/4	24/4	25/3	26/2	27/2
	28/2	29/2	141/2	142/2	143/1	144/1						

Portfolio	PCS	ATSF	FW	GMO	IC	MKT	MP	SLSF	SP	SSW	TP
✗ Simon Cutforth	-	-	-	5	6P	-	-	-	-	-	-
Don Smith	-	5	-	-	-	5P	-	-	-	-	-
Stephen Webb	-	-	-	1	-	1	1	2	7P	-	-
Willem Moene	-	-	6P	-	-	-	-	6P	-	-	-
Roger Krueger	-	-	-	-	-	4	2	-	-	3P	2P

Bank (new)	5	4	4	4	-	3	1	1	4	4
Price (par)	82	90	82	90	76	100	100	72	90	100
Bank (pool)	-	-	-	-	-	3	-	2	3	4
Price (pool)	82C	90B	76D	90B	82F	76D	82F	90F	72E	72E
Company credit		900	280	900	310	444	319	467	900	1000
Redeemed shares		-	-	-	-	1	1	-	-	-
Tokens	3+D	2+D	1+D	2+D	1+D	2+D	1+D	2+D	2+D	2+D
Trains		-	3	-	322	33	322	322	-	-
Bank cash: \$6,324	Certificate limit: 13				Trains: 5 x '4', 4 x '5'...					
Current operating order:	SP, FW, IC, SLSF, MKT, GMO, MP, TP, SSW									



Orders required for the following rounds	By the early deadline
OR7, OR8	Adjudication can pause between rounds if requested



1895-L20

Two more obligations are fulfilled.

OR7 - OR8

OR7	Pres	Lay	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	MB	9:F8:1	190	Yes	-	①	130D▲	106	6H
OB	RK	8:G11:6	-	-	-	②	100C▼	34	6H
SD	RK	29:E19:5	60	Yes	40	③	105E▲	111	8H 8H 5H
STA	TF	24:E11:6	130	Yes	-	-	70E▲	189	5H

Notes: ① 210 RM to the bank for a '6H' train - '3H' trains become obsolete  
 ② 210 RM to the bank for a '6H' train  
 ③ 640 RM to the bank for two '8H' trains - '4H' trains become obsolete

OR8	Pres	Lays	Run	Pay	Mines	Notes	Price	Credit	Trains
OME	MB	57:F6:1	3:F4:4	150	Yes	-	① 150D▲	236	6H
SD	RK	8:F20:3	4:G21:3	190	Yes	80	② 120E▲	316	8H 5H
SD	RK	57:H10:2	8:J9:3	120	Yes	-	③ 110C▲	69	8H 6H
STA	TF	7:G13:6	-	130	Yes	-	80E▲	228	5H

Notes: ① OME obligation fulfilled - OME gains 130 RM  
 ② SD obligation fulfilled - SD gains 105 RM  
 ③ 1 RM to the SD for an '8H' train

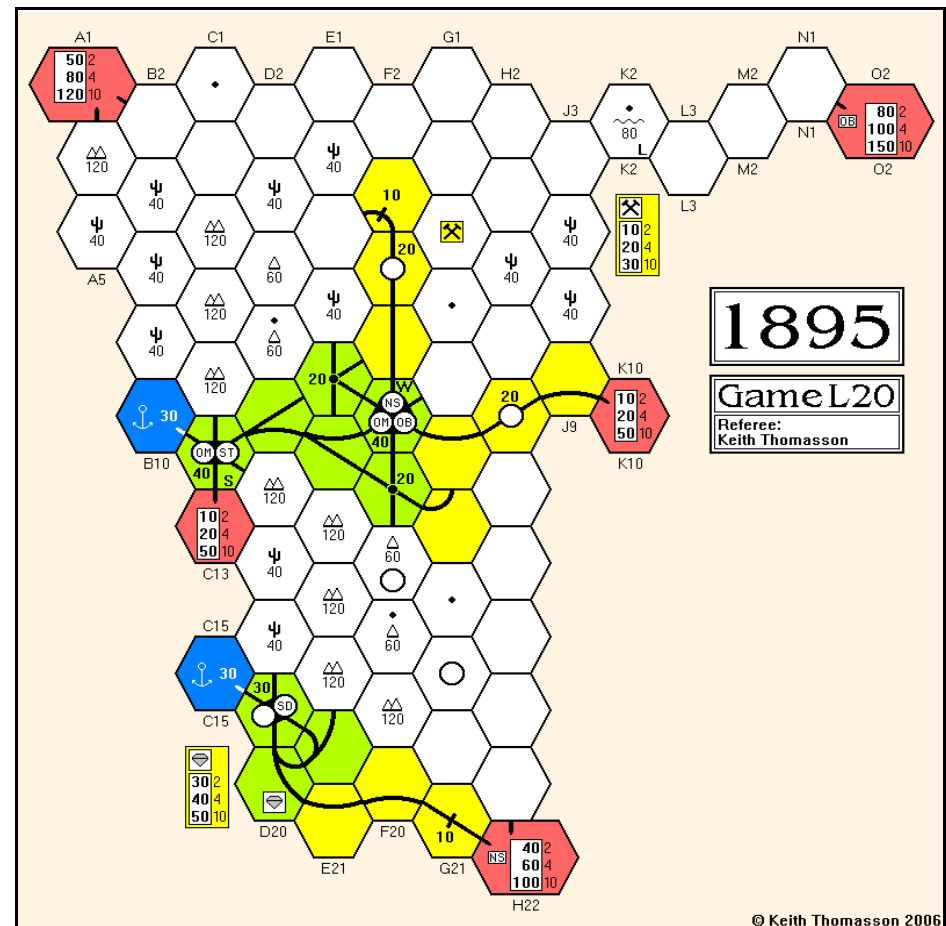
Cash Flow	b/f	OR7	OR8	c/f	Value	%	Certs
Roger Krueger	80	30	143	253	1,293	32.6▼	8
Tim Franklin	53	88	146	287	1,187	30.0▲	9
Martin Butcher	49	108	115	272	1,482	37.4▲	8

Portfolio	PC/Oblig	STA	OME	SD	OB	NS
Roger Krueger	OB	-	-	5P	4P	-
Tim Franklin	ML	5P	-	4	-	-
Martin Butcher	-	1	6P	-	1	2P

Bank (new)	3	-	1	3	8
Bank (pool)	1	4	-	1	-
Price	80E	150D	120E	110C	60F
Company credit	228	236	316	69	120
Tokens	3	1	2	2	2
Trains	5H	6H	8H 5H	8H 6H	-

Bank cash: 4,747 RM Certificate limit: 13 Trains: 2 x '10H', 2 x '12H'  
 Current operating order: OME, SD, OB, STA

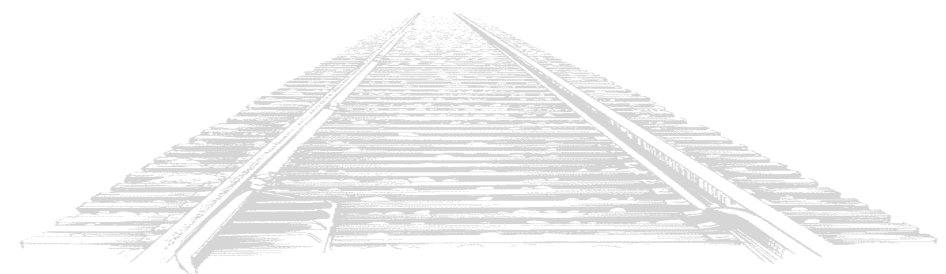
Tiles	Tile number/Availability										Two Operating Rounds between Stock Rounds									
Yellow	3/1	4/1	7/4	8/8	9/11	57/1	58/2	814/1	815/1											
Green	14/1	15/2	16/1	17/1	18/1	19/1	20/1	23/1	24/1	25/2	26/2	27/2								
	28/2	29/-	38/-	887/-	888/-															



Orders required for the following round

By the early deadline

SR6





1899-Z21

Only one bid, so no contested auctions.

PRIVATES

Stock Round 1, Private Companies

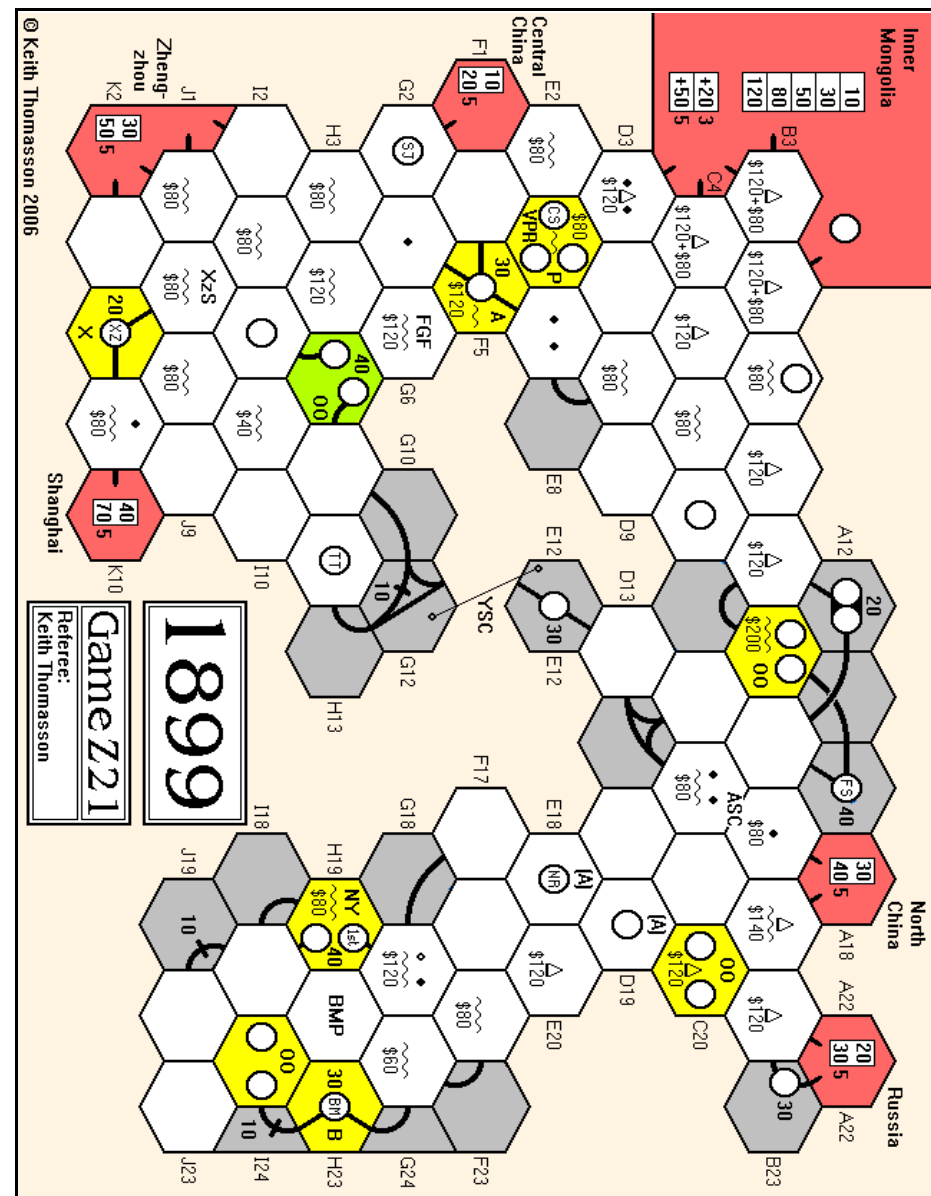
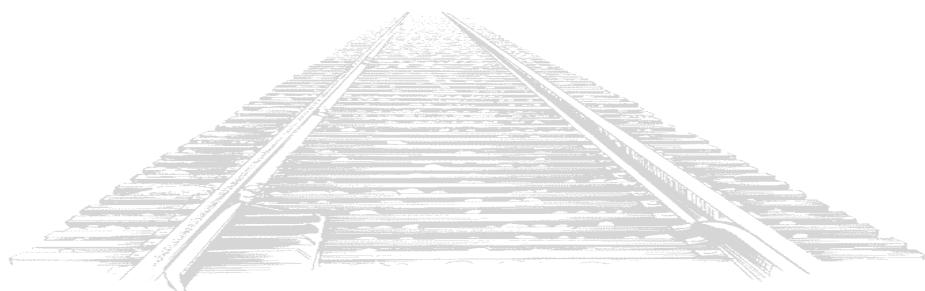
Alan	Buys the BMP for \$20
Lyndon	Bids \$165 on the ASC
John	Buys the FGF for \$40
Don	Buys the YSC for \$70
Alan	X
Lyndon	Buys the VPR for \$110
	☛ Lyndon got the ASC for \$160, plus a 10% share in the FsR
John	Buys the XzS for \$220, setting par for the public company at \$100
	Priority for the second part of this round lies with Don

Cash Flow	b/f	Privates	c/f	Value	%	Certs
Alan Harvey	600	-20	580	600	23.1▼	1
Lyndon Gurr	600	-275	325	595	23.0▲	2/3
John Shelley	600	-260	340	800	30.8▲	3
Don Smith	600	-70	530	600	23.1▼	1

Portfolio	Privates	1st	B&M	CSb	FsR	NRC	Siz	Tt	XzS
Alan Harvey	BMP	-	-	-	-	-	-	-	-
Lyndon Gurr	VPS, ASC	-	-	-	1	-	-	-	-
John Shelley	FGF, XzS	-	-	-	-	-	-	-	2P
☛ Don Smith	YSC	-	-	-	-	-	-	-	-

Bank (new)	10P	10P	10P	9	10P	10P	10P	8
Price (new)								100
Bank (pool)	-	-	-	-	-	-	-	
Price (pool)								100A
Company credit								
Tokens	3	3	3	2	4	4	4	2
Trains								
Bank cash: \$15,225	Certificate limit: 16				Trains: 6 x '2', 5 x '3'			

Tiles	Tile number/Availability										One Operating Round between Stock Rounds	
Yellow	1/1	2/1	3/2	4/3	7/6	8/11	9/11	55/1	56/1	57/5	58/3	69/1



Orders required for the following rounds

By the early deadline

Stock round 1, public companies





18KAAS-O19

A few more adjustments  
and we're back in action.

SR8

Stock Round 8

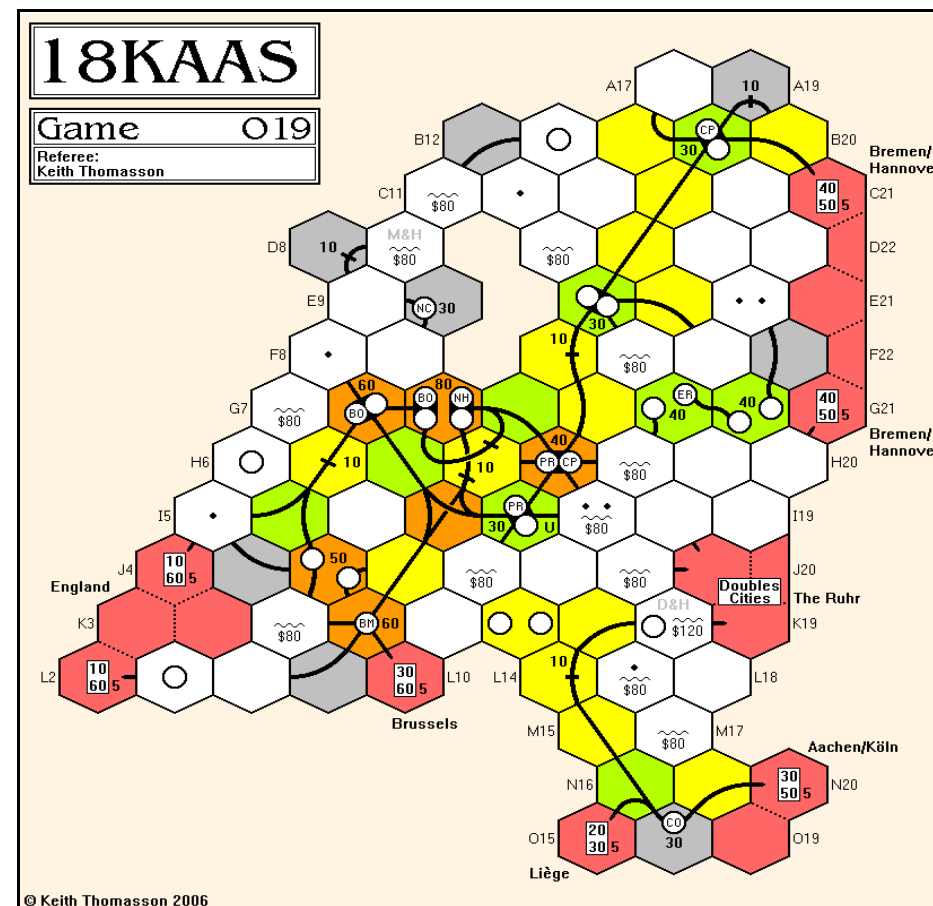
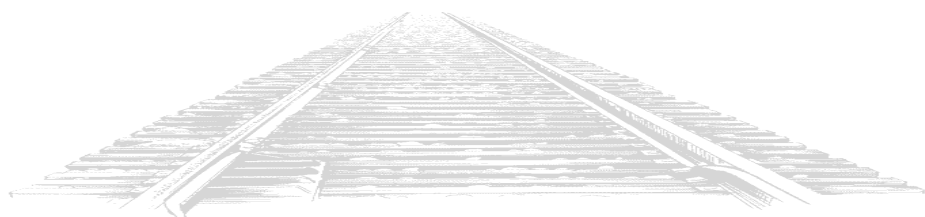
Martin	Tony	Lyndon	Alan	Willem
+ NYC pool	+ B&M pool	+ PRR pool	+ B&M pool	+ CPR pool
x	x	+ PRR pool	+ PRR pool	+ Erie pool
x	x	+ NYNH pool	x	+ NYC new
x	x	x	x	x
Priority for SR9				

Cash Flow	b/f	SR8	c/f	Value	%	Certs
Willem Moene	275	-232	43	1,182	14.1	10/11
Martin Butcher	653	-48	605	2,528	30.2	13/14
Tony Salt	305	-100	205	1,817	21.7	13
Lyndon Gurr	279	-220	59	1,521	18.2	12/16
Alan Harvey	236	-175	61	1,319	15.8	13

Portfolio	B&M	B&O	C&O	CPR	Erie	NYC	NYNH	PRR
Willem Moene	5P	-	-	1	1	1	5P	-
Martin Butcher	1	6P	5	1	-	1	1	-
Tony Salt	3	2	5P	1	-	-	2	1
Lyndon Gurr	-	1	-	6P	1	5P	2	3
Alan Harvey	1	1	-	1	6P	-	-	6P

Bank (new)	-	-	-	-	2	3	-	-
Price (new)	90	100	90	76	100	76	67	71
Bank (pool)	-	-	-	-	-	-	-	-
Price (pool)	110D	160A	126A	100D	66B	48E	75F	82E
Company credit	0	70	630	0	0	0	194	144
Tokens	2	2	2	2	2	4	1	2
Trains	D	6	-	6	5	-	5	5
Bank cash: \$9,989		Certificate limit: 13					Trains: Diesels	
Current operating order:		B&O, C&O, B&M, CPR, PRR, NYNH, Erie, NYC						

Tiles	Tile number/Availability				Three Operating Round between Stock Rounds									
Yellow	1/1	2/1	3/2	4/-	7/4	8/3	9/6	55/1	56/-	57/4	58/-	69/1		
Green	14/1	15/1	16/1	18/-	19/1	20/1	23/3	24/3	25/-	26/1	27/-	28/-		
	29/1	53/1	53+/1	54/1	59/-									
Brown	39/1	40/1	41/2	42/2	43/2	44/1	45/2	46/1	47/1	61/-	61+/-	62/-		
	63/2	63+/1	64/1	65/-	66/1	67/1	68/1	70/1						



Orders required for the following rounds

By the early deadline

OR12, OR13

Adjudication can pause between rounds if requested



6 NIMMT! 12

The leader drops  
into double figures.

ROUND 4

Hand 1 (1-104)

76	20	91	93
74	15	88	63
29	11	82	62
26	5	81	61
21	2	77	60
1/5	2/13	3/9	4/7

Jim (2) takes row 2 for 1 pt, Tim (5),  
Colin (11), Steve (15), Sharon (20),  
Michael (29), John (74), Mick (76).

Hand 3 (1-84)

			84
54	55		83
42	50		80
41	45		79
40	37	81	75
1/6	2/13	3/1	4/8

Michael (5), Tim (6), Colin (9), Steve (40)  
takes row 1 for 6 pts, Jim (41), Mick (42),  
Sharon (54), John (81) takes row 3 for 5  
pts.

Hand 2 (1-104)

81			103
79			101
74			98
72	61		97
65	60	53	96
1/6	2/4	3/1	4/5

John (12), Tim (13), Sharon (53) takes  
row 3 for 9 pts, Steve (61), Jim (97),  
Mick (98), Michael (101), Colin (103).

Hand 4 (1-84)

	45		81
	44		80
	20		79
	19		78
29	5	26	77
1/1	2/13	3/1	4/11

Tim (1) takes row 3 for 1 pt, Mick (3),  
Jim (4), Steve (6), Sharon (11), John (26)  
takes row 3 for 9 pts, Colin (28),  
Michael (29) takes row 1 for 5 pts.

Player	Hand 1	Hand 2	Hand 3	Hand 4	Overall Score
Colin Sharpe	0	0	0	5	5
Tim Franklin	5	0	0	1	6
Michael Graystone	0	1	0	5	6
Mick Haytack	0	10	0	2	12
John Colledge	0	0	5	9	14
Jim Reader	1	11	1	5	18
Sharon Khan	17	9	1	0	27
Steve Ham	0	12	21	1	34

Orders required

Round five - cards for each hand



ACQUIRE 44 {SP}

Luxor disappears but  
Worldwide is still hanging on.

ROUND 12

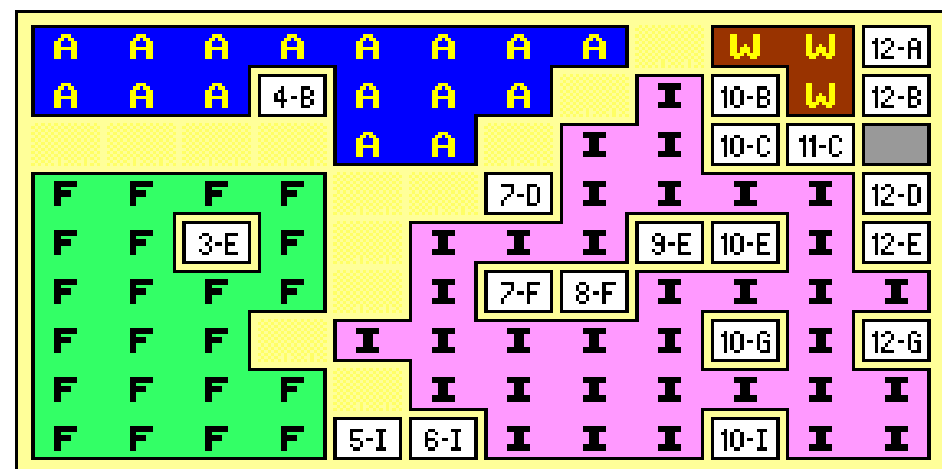
Colin 8-A [Dead tiles: 9-A]  
[Uses 'Trade 2' Power] Trades 2 Festival and 2 Worldwide for 2  
American.  
Buys 3 American @ £800.

Mick 11-H Imperial takes over Luxor, bonuses for Michael (£3,000) and Mick  
 (£1,500), Mick swaps 2 for 1, sells 1 for £300, Michael sells 7 for £2,100.  
Buys 3 Worldwide @ £400.

John 1-I Buys 2 American @ £800.

Michael 8-D No purchases.

Colin 3-D [Dead tiles: 3-C] Buys 3 Worldwide @ £400.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Mick Haytack	-	-	-	7	5	-	12	£4,800	£42,800
John Colledge	-	-	8	3	3	-	8	£8,800	£37,400
Michael Graystone	-	-	7	3	5	-	4	£5,100	£20,800
Colin Sharpe	-	-	10	10	8	-	-	£8,600	£49,800
Bank Stock	25	25	-	2	4	25	1		
Chain Size	-	-	16	22	3	-	34		
Chain Value	-	-	800	900	400	-	1100		

Powers: Mick: 3F/B5/T5/P4 John: B5/T5/P4 Michael: 3F/B5/T5/P4 Colin: B5/T5/P4/T2

Playing sequence

Mick, John, Michael, Colin, Mick again

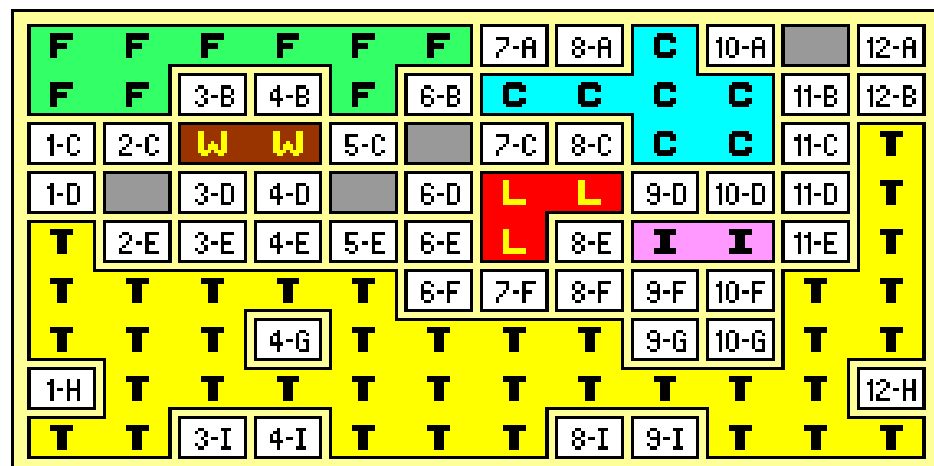


## ACQUIRE 45

Imperial gets swallowed up  
and pops up again in the east.

## ROUND 10

Colin 2-A Forms Festival, one free share. No purchases.  
Michael 4-A Festival takes over Imperial, bonuses for Tony (£5,000) and Michael (£2,500), Michael sells 1 for £500, Tony sells 2 for £1,000. Buys 3 Continental @ £800.  
John 9-E Forms Imperial, one free share. Buys 3 Imperial @ £400.  
Tony 9-C No purchases.  
Kevin 12-E Tower takes over American, bonuses for Kevin (£3,000) and John (£1,500), Kevin swaps 10 for 5, Colin sells 2 for £600, John swaps 4 for 2, sells 4 for £1,200, retains 1, Tony sells 1 for £300. Buys 3 Continental @ £800.  
Colin 1-B Buys 1 Festival @ £700.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Michael Graystone	3	1	-	-	9	3	-	£18,100	£29,300
John Colledge	13	2	1	-	-	1	4	£19,800	£36,900
Tony Wilcock	-	-	-	-	9	4	-	£9,100	£25,300
Kevin Lee	9	12	-	-	-	3	-	£600	£29,000
Colin Sharpe	-	10	-	2	7	-	-	-	£27,500
Bank Stock	-	-	24	23	-	14	21		
Chain Size	3	38	-	9	2	7	2		
Chain Value	300	900	-	700	300	800	400		

### Playing sequence

Michael, John, Tony, Kevin, Colin, Michael again

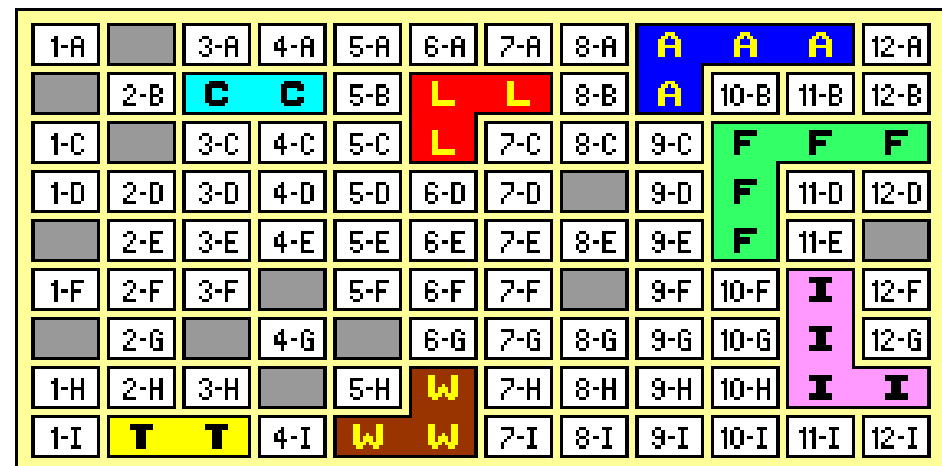


## ACQUIRE 46

A quiet round.

## ROUND 5

Tony 1-B No purchases.  
Bob 11-C Buys 2 Continental @ £400.  
Willem 12-E Buys 3 American @ £300.  
John 10-A Buys 3 Luxor @ £300.  
Lyndon 8-D Buys 3 Worldwide @ £400.  
Tony 3-G No purchases.



	Lux	Tow	Ame	Fes	Wor	Con	Imp	Cash	Value
Bob Coull	1	-	-	8	-	2	4	£1,000	£26,300
Willem Moene	4	9	6	-	-	-	-	£1,800	£15,300
John Marsden	6	-	4	-	7	-	-	£1,500	£17,600
Lyndon Gurr	-	12	-	2	3	4	-	£1,100	£15,500
Tony Wilcock	-	3	3	3	-	-	-	£3,600	£10,500
Bank Stock	14	1	12	12	15	19	21		
Chain Size	3	2	4	5	3	2	4		
Chain Value	300	200	500	600	400	400	600		

### Playing sequence

Bob, Willem, John, Lyndon, Tony, Bob again





## BREAKING AWAY 15

The Stargate team come out on top, as they usually do.

## ROUND 15

Pos	Riders	New
1st	Teal'c {20 pts}	
2nd	Bidford {16 pts}	
3rd	Eggspy {12 pts}	
4th	Jackson {10 pts}	
120	-	
119	Pershore	3
118	One Spade Kramer Yamashita Vulnerable	4
117	-	
116	-	
115	-	
114	-	
113	-	
112	O'Neill Acol Ace Moon	3
111	-	
110	-	
109	-	
108	-	
107	-	
106	-	
105	Knizia No Trump	3

Martin Butcher (10) <i>Designers Four</i>	
A Knizia (10)	3 3 3 3
B Kramer	3 3 4
C Moon	3 3 3
D Wallace	Dropped
Bruce Edwards (16) <i>Spy Game</i>	
A Eggspy (16)	Third
B Bigspy	Dropped
C Midspy	Dropped
D Smallspy	Dropped
Jim Reader (23) <i>Yokohama Parks</i>	
A Sankeien (10)	Dropped
B Negishi (8)	Dropped
C Hyaku Dan	Dropped
D Yamashita (5)	3 4 4
Allan Stagg (43) <i>Stargate</i>	
A O'Neill (5)	3 3 3 3
B Carter (6)	Dropped
C Teal'c (20)	First
D Jackson (12)	Fourth
Mark Stretch (26) <i>Avon Riders</i>	
A Evesham (3)	Dropped
B Pershore (3)	3 5 6
C Stratford	Dropped
D Bidford (20)	Second
Roger Trethewey (18) <i>Bridge Riders</i>	
A Acol Ace (7)	3 3 3 3
B One Spade (8)	3 4 6
C No Trump (3)	3 3 3
D Vulnerable	3 3 4



The first four riders have crossed the finishing line, and the next four are guaranteed. Our final result will be *Stargate* on 43, *Avon Riders* on 34, followed by *Yokohama Parks* on 25 and *Bridge Riders* on 24. *Spy Game* are fifth while *Designers Four* bring up the rear. So, final cards please, and end-game comments can come at the same time.

Orders required

Cards for round sixteen



## BREAKING AWAY 16

Thomas has passed the second sprint point.

## ROUND 5

Pos	Riders	New
90	Thomas {10 pts}	49
41	-	
41	Earth Rudolph Pluto	{8 pts} {6 pts} {5 pts}
40	Henry	6
39	Nimrod	7
38	-	
37	Coagulant Odysseus William Tell	3
36	Latex	6
35	-	
34	-	
33	-	
32	Former	3
31	-	
30	Mars	3
29	Pinky Jupiter	4
28	Inky James Blitzen	6
27	Blinky ◇ Dixen ◇ Oven Clyde	9
26	Gordon	13
25	Robin Hood	14
24	Donner	15

Simon Brooks (6) <i>Ditchling Beacon Bykers</i>	
A Rudolph (6)	3 3 3 15
B Donner	14 15 15
C Blitzen	6 13 15
D Dixen	3 5 9
Tim Franklin <i>Ghost Riders</i>	
A Inky	6 15 15
B Pinky	3 4 8
C Blinky	6 9 9
D Clyde	1 9 12
Steve Ham <i>The Toxophilites</i>	
A Robin Hood	5 11 12 14
B Odysseus	3 3 4
C Nimrod	3 7 9
D William Tell	3 5 5
Sharon Khan (20) <i>Thomas the Tank Engine</i>	
A Thomas (20)	2 3 49
B Henry	3 3 6
C James	3 6 12
D Gordon	7 13 15
Kevin Lee (13) <i>The Planets</i>	
A Earth (8)	3 3 5 8
B Mars	3 12 15
C Jupiter	3 4 5
D Pluto (5)	3 3 12
Jim Reader <i>Latex Dipping</i>	
A Coagulant	3 3 7 12
B Latex	6 7 14
C Former	3 3 7
D Oven	3 5 9



Thomas's increasing break away shows where the original rules fall short, but everyone else is having a fairly normal game, aside from those who jump from the back to the front. But maybe that's normal in the real world. Thomas's defence could be that the rest of you shouldn't have let it happen, but that's one of those things that's easy to say.

Orders required

Cards for round six





## Bus Boss 292-FRA

The view from the top.

## GAME OVER

1st	Simon Robertson	RR	332
2nd	Jim Reader	BUM	285
3rd	Kevin Lee	DEAR	256
4th	Bob Coull	GO	249
5th	Brian Tappenden	BUSBOSS	191
6th	Michael Graystone	GRUBBY	165

Simon Robertson (RR, 1st): I started off with the idea of sealing off the north west for a monopoly, but far too many others opened in the same region to make this a possibility, and instead I felt it fairly risky in the early rounds that I would end up with a decent route through Paris, which thankfully I did. In the end I managed to get within reach of all of the map except the sparse south west, which often gave me a choice of runs. Jim appeared to have the advantage with shorter routes to the south east, but possibly his other routes didn't link in as well. Thanks to all for the game and especially to Keith for running this.

Monopolies are a bit of a holy grail in Bus Boss - they would be good if you could get them, but it's never that easy to achieve.



## Bus Boss 293-NIT

A couple of solos and one that won't go yet.

## ROUND 10

North Italy

Round 10 Runs

			MBB	ARM	BUM	DIG	COL	
27	4♦ Piacenza	① DIGBY	30	-1				29
	8♠ Bolzano	✗ ARMANI				+1		1
28	2♣ Novara	① MBB	16		+1	-2	-3	16
	4♠ Venezia	② ARMANI	9					5
		③ BUM	5	-1		-2		2
		✗ DIGBY		+2	+2			4
		✗ COLIN		+3				3
29	A♣ Aosta	① COLIN	13			+6		19
	A♦ Bologna	① BUM	12					12
		③ DIGBY	5				-6	-1
30	K♠ Yugoslavia	① BUM	30					30
	Q♥ South Italy							
31	2♥ La Spezia	① ARMANI	15				+7	22
	8♦ Mantova	① COLIN	15	-7				8

32	6♣ Genova	① ARMANI	16					16
	2♠ Padova	② COLIN	9					9
		③ BUM	5					5
33	4♥ Livorno	① COLIN	15	+3/-1				17
	6♦ Milano	① ARMANI	15			+1/-3		13
34	K♥ South Italy	① BUM	15					15
	2♦ Modena	① ARMANI	15					15
35	J♠ Austria	No entrants						
	J♣ San Remo							

COLIN submitted an entry for run 30, but wanted to pay 14 in total. You cannot pay more than 10 in total. You're probably thinking of Railway Rivals, where that limit is per player.

Round 10 Routes

Don's Italian Greyhound Bus Yard (DIGBY) (Don Shailer, Black)

Ravenna - Ferrara, Ravenna - Rimini (12)

Awful Routes Meandering Around Northern Italy (ARMANI) (Steve Ham, Purple)

Venezia - Trieste (11)

Creative Operations Launched In NIT (COLIN) (Colin Sharpe, Blue)

Padova - Trento (8)

Milano-Bologna Buses (MBB) (Martin Butcher, Red)

Arezzo to South Italy (3)

Bloody Useless Management (BUM) (Jim Reader, Yellow)

Aosta - France (6)

Scores

	Runs:	27	28	29	30	31	32	33	34	35	Routes	Score
BUM	201	-	2	12	30	-	5	-	15	-	-6	259
COLIN	164	-	3	19	-	8	9	17	-	-	-8	212
ARMANI	150	1	5	-	-	22	16	13	15	-	-11	211
MBB	165	-	16	-	-	-	-	-	-	-	-3	178
DIGBY	107	29	4	-1	-	-	-	-	-	-	-12	127

Round 11 Runs

35	J♠	J♣	Austria to San Remo
36	10♠	9♦	Udine to Verona
37	9♠	Q♣	Cortina to France
38	10♥	3♣	Ancona to Como
39	7♣	5♦	Genova to Cremona
40	3♦	7♠	Parma to Trieste
41	4♣	8♥	Torino to Rimini
42	6♥	10♦	Arezzo to Brescia
43	Q♦	5♥	Switzerland to Siena
44	8♣	J♥	Alessandria to South Italy

Runs	Routes
Enter up to 5	Buy in the order Don, Martin, Steve, Colin, Jim



BUS BOSS 297-VSW

BROOKS and BUM  
have the same ideas.

ROUND 5

The Valleys of South Wales  
Buses Running On Own Kinetic Servomechanism (BROOKS) (Simon Brooks, Orange)  
Glyn Neath - Neath, Pontypridd - Porth ..... 53 - 12 ..... 41

Bloody Useless Management (BUM) (Jim Reader, Yellow)  
Glyn Neath - Neath, Pontypridd - Porth ..... 52 - 12 ..... 40

Robertson's Routemasters (RR) (Simon Robertson, Blue)  
Port Talbot - Swansea, Cardiff - Rhose ..... 52 - 12 ..... 40

Pontypool Expressways Are Rampant (PEAR) (Kevin Lee, Pink)  
Cowbridge - Cardiff, Ystrad - Treorchy ..... 55 - 11 ..... 44

South Wales Kiss (SWALK) (Bob Coull, Black)  
Maesteg - Port Talbot - Swansea ..... 55 - 12 ..... 43

Routes

Buy in the order Jim, Simon R, Kevin, Bob, Simon B



BUS BOSS 299-NWA

More Welsh names.

NEW GAME

Welcome another Bus Boss game in Wales, this one in the north.

Kevin Lee 149 Ludlow Road, Woolston, Southampton, SO19 2ER  
Steve Ham 103 College Road, Norwich, NR2 5JP  
John Marsden 91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS  
Michael Graystone 2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF  
Colin Sharpe 94 Surrey Grove, Sutton, Surrey, SM1 3PN

Maps enclosed for all. You should already have rules. Let me know if you need a set, or get them from the web site - [www.fwtwr.com/postal\\_games/bus\\_boss.htm](http://www.fwtwr.com/postal_games/bus_boss.htm).

None of the routes on this map are straight, so they'll take a little longer to colour in.

Routes

Buy in the order Kevin, Steve, John, Michael, Colin

Don't forget company names and colour preferences



SAINT PETERSBURG 1

Everything goes  
into the hand.

PHASE 1-T

Round 1 - Trading Phase

Rob	Mike	Geoff	Sharon
Senator → Hand	Wharf → Hand	Minister → Hand	✗
✗	✗	Jester → Hand	Library → Hand
✗	✗	✗	✗



Players	Rubles	VPs	Worker	Building	Aristocrat	Leads Phase	Cards
Geoff	10	2	6r + 0v	0r + 2v	2r + 0v	Building	23
Sharon	15	0	6r + 0v	0r + 0v	4r + 0v	Worker	18
Rob	15	0	6r + 0v	0r + 0v	3r + 0v	Aristocrat	26
Mike	12	1	6r + 0v	0r + 1v	1r + 0v	Trading	32

Players	Cards in hand	(Limit)	Cards in play
Geoff	Minister of Foreign Affairs Hofnarr (Jester)	(3)	Lumberjack, Gold Miner Market x 2 Administrator
Sharon	Library	(3)	Lumberjack, Shepherd Secretary
Rob	Senator	(3)	Lumberjack, Fur Trapper Warehouse Manager
Mike	Wharf Weg Damit (Discard)	(3)	Gold Miner, Ship Builder Market Author

There's no point in telling me what a card is called in German, just say where it is in the row if the words aren't clear enough.

Orders required

Worker phase led by Sharon



# DISTORTION 1

The last two are proving to be the hardest of the lot.

# ROUND 11

Players	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	Total
Simon Robertson	5	4	5	2	5	3	4	2	-	2	5	2	2	5	-	-	46
Tim Franklin	1	1	2	1	1	4	4	2	4	5	5	2	4	3	-	-	39
Steve Thomas	3	4	2	3	4	2	1	3	2	1	2	2	2	4	-	-	35
Allan Stagg	4	5	1	2	2	3	3	2	2	2	-	1	2	3	-	-	32
Sharon Khan	1	-	3	3	4	4	3	2	1	-	-	3	1	3	-	-	28
Bruce Edwards	-	4	4	4	-	4	-	-	1	1	-	2	2	3	-	-	25
Mike Hutton	1	-	2	2	3	-	4	1	2	2	5	-	1	1	-	-	24
Joakim Spångberg	-	-	1	-	2	-	2	3	-	1	-	1	3	5	-	-	18
Richard Lunn	1	4	-	-	4	4	-	4	-	-	-	-	-	-	-	-	17
Colin Sharpe	-	-	-	3	-	5	4	1	-	2	-	2	-	2	-	-	16
Mark Stretch	-	-	1	-	2	2	1	-	4	2	-	1	-	2	-	-	15
Roger Trethewey	-	-	-	1	3	5	1	-	-	1	-	-	-	4	-	-	15
Stephen Webb	-	-	-	-	-	-	-	1	-	2	-	-	-	4	-	-	7
Steve Ham	-	-	-	2	-	3	-	-	-	-	-	-	-	-	-	-	5
Don Shailer	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	4
Richard Lunn	-	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-	2

We've one more round to go, but it's not at all premature to say congratulations to Simon on this game. He was a strong scorer right from the start, and with five pictures guessed from the first offering, he's got the best result there as well.

Tim Franklin only started in round 3, and may have provided a stronger challenge if he'd been in from the start. Maybe he didn't start then because he couldn't figure them out, so perhaps it didn't matter.

#13



Picture number 13 is the Monastery or Cloister tile from Carcassonne.

I had a late guess of a church, and although that's technically correct, I was looking for the specific Carcassonne connection.

#14

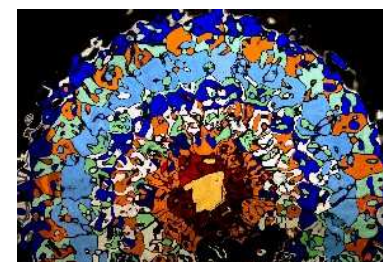


Picture number 14 is our blessed Queen.

A certain amount of shame should be felt here, as of the two people who got it right on its first showing, one was not a native of these shores.

#15

①

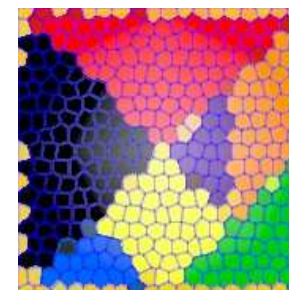


Wrong guesses so far:

The Albert Memorial, bonfire, canoeist, eclipse of the moon, fish in an aquarium, globe, hen, narrow-boat exiting a tunnel, patterned china plate, peacock (2), snow globe, Spanish dancer, spinning top, synchronised swimmers, teapot.

#16

①



Wrong guesses so far:

A pile of meeples (2), Age of Steam game pieces, beach ball, Diplomacy map, egg shapes similar to cover of issue #131, El Grande board, game company logo, map of North America with part of South America, Railroad Tycoon game pieces, Risk game board, tangram.

Orders

Can anyone guess what the last two pictures are?





## LANCASHIRE RAILWAYS 10

Market loss is a  
killer this time.

## ROUND 8

When Martin shipped External last time, one of his points should have gone to Lyndon.

Auctions	Bids:	MB	TW	LG	RK
8a: Burscough & Wigan (6)		*3*			
Build roll: 6 (built)					
8b: Blackburn & Preston (7)		-	-	1	2
Build roll: 7 (built)		-	-	*3*	
8c: Burscough & Southport (6)		-	-	-	*1*
Build roll: 11 (built)					

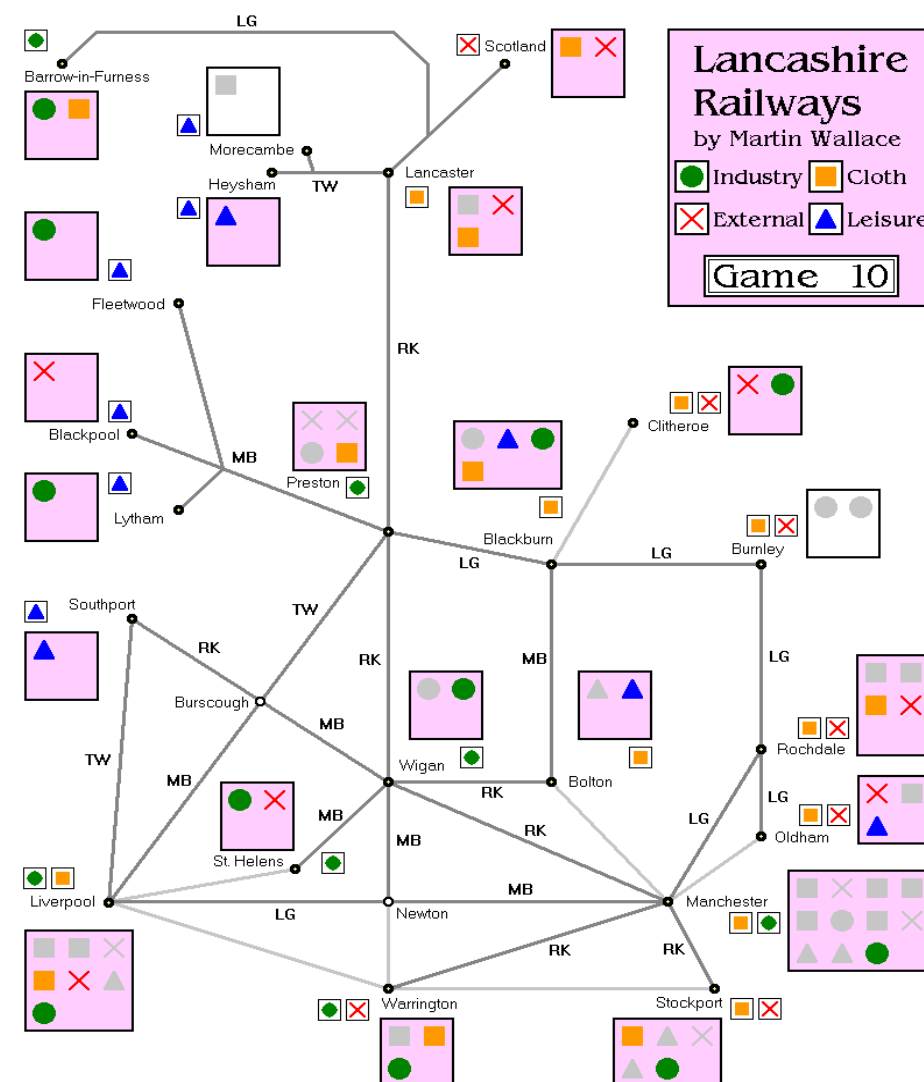
Commodity Movement	MB	TW	LG	RK
Income:	15	3	13	14
Tony Leisure Liverpool to Southport		1		
Martin Leisure Manchester to Southport	4	1		
Tony Cloth Morecambe to	Lancaster	-	1	
Lyndon Leisure Manchester to Blackpool	1	-	4	
Roger Cloth Lancaster to Manchester	-	-	-	3
Market loss number: 5	Income lost: -6	-2	-5	-5
	Income: 14	4	12	12

Martin remains the Train Player (income 14/cash 17).

Bank Loans	Acquired	Total	Interest	Retired	c/f
Martin	-	10	-2	-10	
Tony	-	30	-6		30
Lyndon	-	10	-2	-10	
Roger	-	-	-	-	

Rochdale	External	◇	Link 9a: Warrington & Newton (5)
St.Helens	External	◇	Link 9b: Manchester & Oldham (7)
Liverpool	Industry	◇	Link 9c: Liverpool & Warrington (6)
Blackburn	Cloth	◆	Link 10a: Manchester & Bolton (6)
Manchester	Industry	◆	Link 10b: Liverpool & St.Helens (5)
Blackpool	External	◆	Link 10c: Blackburn & Clitheroe (8)

Cash Flow	Lyndon	50	Roger	44	Martin	45	Tony	20
Initial cash		14		25		6		12
Auctions & Builds	-3	11	-1	24	-3	3	-	12
Income	+12	23	+12	36	+14	17	+4	16
Acquired Loans	-	23	-	36	-	17	-	16
Interest	-2	21	-	36	-2	15	-6	10
Retired Loans	-10	11	-	36	-10	5	-	10
Cash c/f		11		36		5		10



Orders required Martin leads the playing order  
Railway link bids 9a, 9b and 9c, commodity movement, loans





NEW ENGLAND RAILWAYS 8

All three of the new links are built.

ROUND 7

Auctions		Bids:	SK	MB	TW	MP
7a:	Hartford & Plainfield (7)		-	*1*		
	Build roll: 7 (built)					
7b:	Rutland, Burlington & Keene (8)		1	-	-	2
			3	-	-	4
			5	-	-	6
	Build roll: 10 (built)		*7*			
7c:	Fitchburg & Worcester (6)		-	-	-	*1*
	Build roll: 7 (built)					

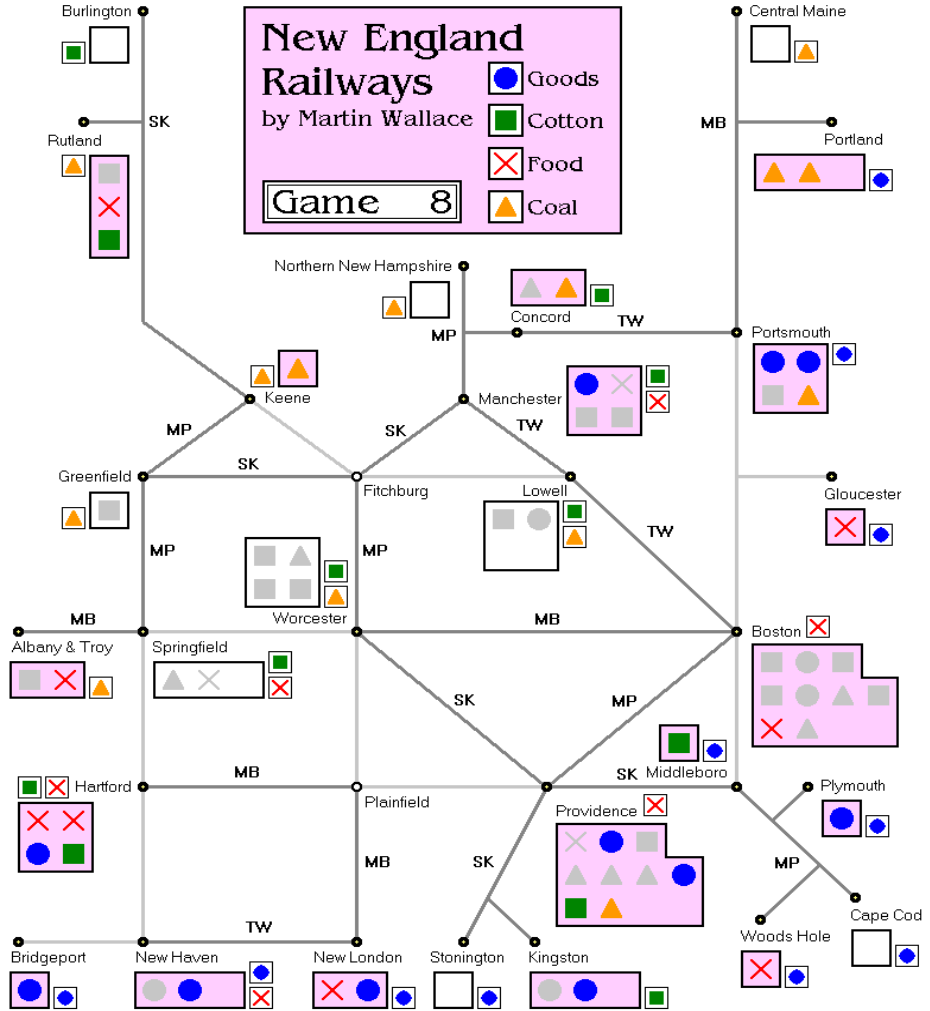
Commodity Movement			SK	MB	TW	MP
Income:			14	7	6	7
Tony	Goods	Lowell to Portsmouth		1	2	-
Sharon	Cotton	Manchester to Burlington	3	-	-	1
Martin	Cotton	Albany & Troy to Springfield	-	1	-	-
Tony	Cotton	Portsmouth to Concord	-	-	1	-
Marcus	Cotton	Rutland to Springfield	1	-	-	2
Market loss number: 8			Income lost: -2 -1 -1 -1			
			Income: 16 8 8 9			

Sharon remains the Train Player (income 16/cash 28).

Bank Loans	Acquired	Total	Interest	Retired	c/f
Sharon Khan	-	-	-	-	-
Martin Butcher	-	10	-2	-	10
Tony Wilcock	-	30	-6	-	30
Marcus Pratt	-	20	-4	-	20

Commodity Growth and New Railway Links					
Providence	Cotton	Link 8a:	Boston & Middleboro (6)		
Portsmouth	Coal	Link 8b:	Providence & Plainfield (6)		
Kingston	Goods	Link 8c:	Worcester & Plainfield (7)		
Concord	Coal	Link 9a:	New Haven & Bridgeport (7)		
Providence	Coal	Link 9b:	Worcester & Springfield (7)		
Plymouth	Goods	Link 9c:	Fitchburg & Lowell (5)		

Cash Flow	Sharon	40	Martin	38	Tony	26	Marcus	41
Balance b/f		19		5		8		6
Auctions	-7	12	-1	4	-	8	-1	5
Income	+16	28	+8	12	+8	16	+9	14
Acquired Loans	-	28	-	12	-	16	-	14
Interest	-	28	-2	10	-6	10	-4	10
Retired Loans	-	28	-	10	-	10	-	10
Balance c/f		28		10		10		10



Orders required	Sharon leads the playing order
Railway link bids 8a, 8b and 8c, commodity movement, loans	



**OUTPOST 23 {AV}**

Will it be colony upgrades  
or factories that win the day?

**ROUND 16**

**Commander Actions**

- Mick Auctioned a Planetary Cruiser for 196. David joined at 218. Mick dropped out at 218. David got it for 218 (w:3,3,3,4,4,4,4,30 r:8,8 m:7,10 n:8,8,12,12 ro:17,23 mo:22,28)
- ▶ Auctioned a Space Station for 146. Willem joined at 147, Kevin at 149. Kevin and Mick dropped out at 167. Willem got it for 167 (t:4,4,6,6,44 r:5,8,8,8,8,8 mo:22,28)
  - ▶ Bought four Research Factories (r:5,5,5,5,5 ro:17,23 mo:22,28)
  - ▶ Bought six Robots (w:3,3,3,3,4,4,4,4 r:8,8,8,8)
- David Bought one Population Unit (r:5)
- Willem Bought one Population Unit (r:5,5)
- ▶ Bought four Robots (w:30 r:5,5)
- Marcus Auctioned a Moon Base for 200 and got it (w:3 t:4,4,4,6,44,44 m:7,7,7,7 ro:17,23,23)
- ▶ Bought one Population Unit (o:2 w:3)
  - ▶ Bought one Robot (w:4 t:6)
- Marcus Bought four Ore Factories (m:10,10,10,10)
- Kevin Bought four Titanium Factories (o:1,1,2 w:3,3,3,3,3,3,3,3 t:6,6,6,44 om:12,18)
- ▶ Bought four Population Units (w:4,4,4 t:4,4)

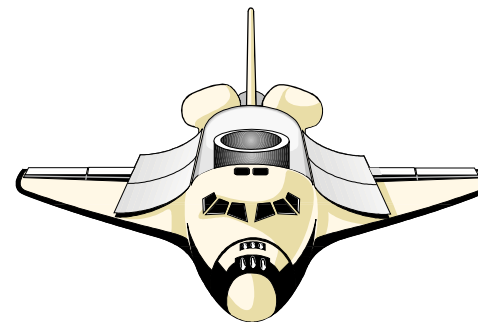
PO	Name	Factories	Population	Robots	Production
1	Mick	2o,4w,8r	9 (10)	7 (9)	272
2	Marcus	6o,2w,7t	12 (12)	5 (12)	240
3	David	2o,7w,2n	11 (11)	0 (0)	244
4	Willem	2o,4w,5t,5r	10 (10)	10 (10)	235
5	Kevin	2o,3w,11t	16 (16)	0 (0)	193

PO	Name	Colony Cards	Victory Points
1	Mick	DL, DL, DL, Nod, Sci, Sci, Rob, Lab, Lab, PC, MB	79 (720)
2	Marcus	HE, OL, OL, Rob, Eco, OP, PC, MB	77 (670)
3	David	WH, Nod, Sci, OL, Eco, PC, PC, MB	75 (690)
4	Willem	WH, HE, Nod, Rob, Lab, SS, MB	68 (530)
5	Kevin	WH, HE, Eco, OP, OP, SS	53 (405)

Data Library	0	Sold out	Laboratory	0	Sold out
Warehouse	0	Sold out	Ecoplants	0	Sold out
Heavy Equipment	0	Sold out	Outpost	0	Sold out
Nodule	0	Sold out	Space Station	2	(none left)
Scientists	0	Sold out	Planetary Cruiser	0	Sold out
Orbital Lab	0	Sold out	Moon Base	0	Sold out
Robots	0	Sold out			

1st	Mick Haytack	79 (720)
2nd	Marcus Pratt	77 (670)
3rd	David Smith	75 (690)
4th	Willem Moene	68 (530)
5th	Kevin Lee	53 (405)

Congratulations to Mick, who just keeps his head above Marcus. We'll round up next time, so let me have any thoughts you may have.



**OUTPOST 24**

We're almost into the final phase.

**ROUND 11**

**Commander Actions**

- Willem Auctioned a Robots for 50. Jim joined at 51. Willem dropped out at 69. Jim got it for 69 (o:3,3,5,5 w:4,6,7,8,9 t:7,12) plus a free Robot
- ▶ Auctioned a Laboratory for 80 and got it reduced to 40 after Data Library discounts (o:4,4 w:5,7,10 r:10) plus a free Research Factory
- Martin Auctioned an Ecoplants for 44 and got it (t:44)
- Marcus Bought one Research Factory (w:30)
- ▶ Bought two Population Units (w:7 r:13)
- Jim Passed
- Michael Bought one Research Factory (w:4,5,6 r:15)
- ▶ Bought one Robot (w:10)
- Mark Auctioned a Laboratory for 80 and got it (w:6,10,30 t:7,10 m:19) plus a free Research Factory
- Lyndon Auctioned an Ecoplants for 30. Martin joined at 31. Lyndon dropped out at 31. Martin got it for 31 (w:5,6,6,7 t:9)
- ▶ Bought one New Chemicals Factory (o:5 w:6,7,30 r:12)
- Geoff Auctioned an Outpost for 100 and got it reduced to 85 after Heavy Equipment discounts (o:1,2,4 w:4,6,7,8,8,8,9,9 t:9,10) plus a free Titanium Factory

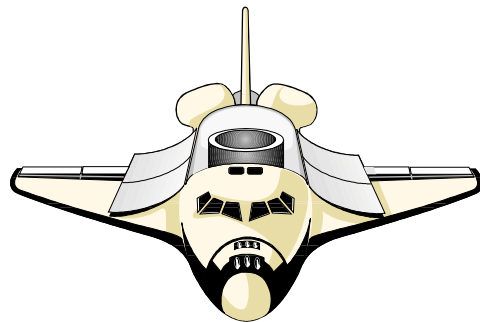
PO	Name	Factories	Population	Robots	Production
1	Martin	2o,3w,5t	5 (5)	3 (5)	3w,1t,1T (75,15)
2	Willem	2o,2w,2r	5 (5)	0 (0)	2o,2w,6r (98,10)
3	Mark	2o,6w,2t,1r	8 (8)	0 (0)	1w,1W,2t,1r,1m (87,10)
4	Geoff	2o,5w,3t	8 (13)	0 (0)	1o,1w,1W,4t (80,20)
5	Marcus	2o,4w,2r	8 (8)	0 (0)	3o,1W,4r (91,10)
6	Jim	2o,3w,1t	7 (8)	1 (7)	2o,4w,1t (44,15)
7	Michael	2o,4w,2r	5 (5)	2 (5)	3o,4w,2r (63,15)
8	Lyndon	2o,5w,2n	8 (8)	0 (0)	2o,1w,1W,1r,3n (116,15)

PO	Name	Colony Cards	{30 VPs for the final phase}	Victory Points
1	Martin	WH, HE, Rob, Eco, Eco		28 (165)
2	Willem	DL, DL, DL, DL, Sci, Sci, Lab, Lab		25 (300)
3	Mark	HE, Nod, OL, Lab		22 (185)
4	Geoff	WH, HE, Nod, OP		20 (180)
5	Marcus	HE, Nod, Sci, Lab		20 (175)
6	Jim	DL, WH, HE, Nod, Rob, Eco		20 (175)
7	Michael	WH, Rob, Lab		18 (155)
8	Lyndon	WH, Nod, Sci		17 (90)

Data Library	0	Sold out	Orbital Lab	1	(3 more)
Warehouse	0	Sold out	Robots	2	(none left)
Heavy Equipment	0	Sold out	Laboratory	0	Sold out
Nodule	0	Sold out	Ecoplants	2	(none left)
Scientists	0	(1 more)	Outpost	3	(1 more)

Orders required

Round twelve auctions, bids and purchases



OUTPOST 25

A couple more Data Libraries get taken.

ROUND 2

Commander Actions

Willem Auctioned a Data Library for 15. Kevin joined at 20. Willem dropped out at 20. Kevin got it for 20 (o:1 w:5,6,8)

▶ Auctioned a Data Library for 15 and got it (o:1,5 w:9)

Jim Bought one Population Unit (w:10)

Kevin Passed

Sharon Bought one Population Unit (o:3 w:7)

Marcus Bought one Population Unit (w:5,5)

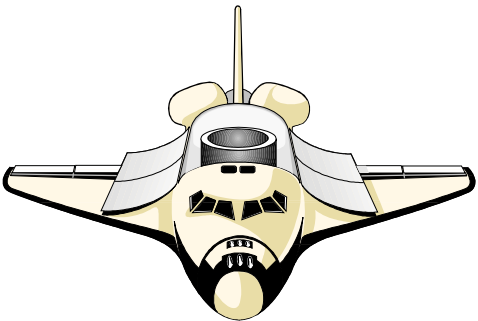
David Bought one Population Unit (o:4 w:6)

PO	Name	Factories	Operators	Colony Cards	Production	VPs
1	Willem	2o,1w	3p (5,0)	DL, DL	3o,2w (23,10)	5 (30)
2	Kevin	2o,2w	3p (5,0)	DL	1o,2w (17,10)	4 (15)
3	Jim	2o,2w	4p (5,0)	-	3o,4w (37,10)	4 (0)
4	Sharon	2o,2w	4p (5,0)	-	4o,3w (33,10)	4 (0)
5	Marcus	2o,2w	4p (5,0)	-	5o,2w (29,10)	4 (0)
6	David	2o,2w	4p (5,0)	-	4o,3w (33,10)	4 (0)

Data Library	1	(none left)	Heavy Equipment	2	(2 more)
Warehouse	1	(3 more)	Nodule	2	(2 more)

Orders required

Round three auctions, bids and purchases





**PUERTO RICO 4**

The first of the big buildings is erected.

**ROUND 9**

Geoff is the Builder (+1) and builds the Guild Hall.

Jim builds a Tobacco Storage, Stephen a Small Warehouse, Kevin a Large Market.

Jim is the Settler (+2), gets a Sugar field from the Hacienda and digs a Quarry.

Stephen plants Indigo, Kevin plants Corn, Geoff plants Coffee.

Stephen is the Captain.

Kevin is the Prospector.

Roles	Builder	Captain	+2 Craftsman	+1 Mayor
	Settler	+1 Trader	Prospector	

Quarries	Plantations (Fields)	Trading House	Ship	Supply
1	Crn Crn Ind Ind Ind	- - - -	4	37

Buildings	VP	SIP	3	SSM	2	SMA	×	HAC	1	CON	2	SWA	1
1 VP	SIP	3	SSM	2	SMA	×	HAC	1	CON	2	SWA	1	
2 VPs	LIP	2	LSM	2	HOS	2	OFF	2	LMA	1	LWA	2	
3 VPs	TOB	1	COF	1	FAC	×	UNI	2	HAR	2	WHA	2	
4 VPs	GUI	×	RES	1	FOR	1	CUS	1	CIT	1			

Cargo Ships	5: Corn	6: Tobacco	7: Indigo
	✓ ✓ ✓ ✓ -	✓ - - - - -	✓ ✓ ✓ ✓ ✓ - -

Geoff Har- dingham DbIns: 3 Chips: 4	<div>Small indigo plant</div> <div>Small sugar mill</div> <div>Coffee roaster</div> <div>Factory</div>
Jim Reader DbIns: 4 Chips: 7	<div>Indigo plant</div> <div>Tobacco storage</div> <div>Small market</div> <div>Hacienda</div>
Stephen Webb DbIns: 3 Chips: 7	<div>Sugar mill</div> <div>Tobacco storage</div> <div>Small warehouse</div> <div>Factory</div>
Kevin Lee DbIns: 10 Chips: 8	<div>Small sugar mill</div> <div>Coffee roaster</div> <div>Small market</div> <div>Large market</div>

Orders required

Round ten orders in the sequence Jim, Stephen, Kevin, Geoff



**PUERTO RICO 5**

Jim has surplus population.

**ROUND 4**

Allan is the Mayor (+1).

Jim is the Prospector (+1).

Brian is the Craftsman and produces an extra Corn.

Paul is the Captain (+1).

The Corn ship is emptied.

Roles	+1 Builder	Captain	Craftsman	Mayor
	+1 Settler	+1 Trader	Prospector	

Quarries	Plantations (Fields)	Trading House	Ship	Supply
7	Crn Crn Sug Tob Cof	Crn - - -	4	58

Buildings	VP	SIP	3	SSM	3	SMA	×	HAC	2	CON	2	SWA	1
1 VP	SIP	3	SSM	3	SMA	×	HAC	2	CON	2	SWA	1	
2 VPs	LIP	3	LSM	3	HOS	1	OFF	2	LMA	2	LWA	2	
3 VPs	TOB	3	COF	3	FAC	2	UNI	2	HAR	2	WHA	2	
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	1			

Cargo Ships	5: Empty	6: Empty	7: Empty
	- - - - -	- - - - -	- - - - -

Jim Reader DbIns: 3 Chips: 0	<div>Hospice</div>	Fields: Ind✓ Tob✓✓ Cof✓	Goods: × San Juan: 1
Brian Tappenden DbIns: 7 Chips: 1	<div>Small indigo plant</div> <div>Small market</div>	Fields: Crn✓ Ind× Cof××	Goods: Crn✓
Paul Tappenden DbIns: 4 Chips: 5	<div>Small sugar mill</div> <div>Small market</div>	Fields: Crn✓ Ind× Sug× Tob✓	Goods: ×
Allan Stagg DbIns: 1 Chips: 3	<div>Small warehouse</div>	Fields: Qry✓ Crn✓✓ Sug×	Goods: Crn✓

Orders required

Round five orders in the sequence Jim, Brian, Paul, Allan





PUERTO RICO 6

A fairly standard start.

ROUND 1

Rob is the Builder and builds a Construction Hut.  
Jim builds a Small Indigo Plant, Tony a Small Market, Lionel a Small Market.  
Jim is the Settler and digs a Quarry.  
Tony plants Sugar, Lionel plants Tobacco, Rob plants Coffee.  
Tony is the Mayor.  
Lionel is the Craftsman and produces an extra Corn.

Roles

Builder

+1 Captain

Craftsman

Mayor

Settler

+1 Trader

+1 Prospector

Quarries

7

Plantations (Fields)

Ind

Ind

Sug

Tob

Tob

Trading House

-

-

-

-

Ship

4

Supply

70

1 VP	SIP	3	SSM	4	SMA	✗	HAC	2	CON	1	SWA	2
2 VPs	LIP	3	LSM	3	HOS	2	OFF	2	LMA	2	LWA	2
3 VPs	TOB	3	COF	3	FAC	2	UNI	2	HAR	2	WHA	2
4 VPs	GUI	1	RES	1	FOR	1	CUS	1	CIT	1		

Cargo Ships

5: Empty

6: Empty

7: Empty

Rob Thomasson  
DbIns: 2  
Chips: 0

Construction hut

Fields: Ind✗ Cof✗

Goods: ✗

Jim Reader  
DbIns: 2  
Chips: 0

Small indigo plant

Fields: Qry✗ Ind✗

Goods: ✗

Tony Sait  
DbIns: 2  
Chips: 0

Small market

Fields: Crn✓ Sug✗

Goods: Crn✓

Lionel Robbins  
DbIns: 2  
Chips: 0

Small market

Fields: Crn✓ Tob✗

Goods: Crn✓✓

Orders required

Round two orders in the sequence Jim, Tony, Lionel, Rob



SCEPTRE OF ZAVANDOR 1

I hope you're keeping an eye on what I'm doing.

ROUND 5

I'm not doing too well with this game, so please accept my standing apologies. There are some amendments again this time, the main one being that Geoff gained two Ruby cards when he reached level 4 of the Nine Sages.

Actions

Kevin Sold an Opal {5}  
Enchanted a Sapphire {20}

Geoff Auctioned an Elixir for 60 and got it {60} - gains a diamond energy card

David Increased knowledge of Accumulation to level 2 {4}  
Enchanted a Sapphire {12}

Lyndon Increased knowledge of Artifacts to level 2 {4}  
Enchanted a Sapphire {20}

Sharon Passed

Tim Auctioned a Crystal Ball for 20 and got it {20}

PO	Name	Character	Gems	Active/Limit	Dust	Energy Cards	Hand Limit
1	Geoff	Fairy	o:2 s:3	5/5	10	s:3 d:1 r:1	5
2	Kevin	Mage	o:2 s:3	5/5	10	s:6	9
3	David	Witch	o:3 s:3	6/6	10	s:5	5
4	Lyndon	Elf	o:4 s:2	5/5	20	s:3	5
5	Tim	Druid	o:3 e:1	4/5	15	s:2 e:2	8
6	Sharon	Kobold	o:2 s:3	5/6	10	s:6	9

PO	Name	Artifacts	Knowledge	New Knowledge Cost	VPs/Gems
1	Geoff	Runestone Elixir	Sages:4	20/25/30/35/40	10/5
2	Kevin	Runestone Crystal Ball	Art:4	20/25/30/35/40	9/5
3	David	-	Gems:4 Acc:2	25/30/35/40	8/6
4	Lyndon	Runestone	Energy:4 Art:2	25/30/35/40	8/5
5	Tim	Spellbook Crystal Ball	Fire:2	20/25/30/35/40	7/5
6	Sharon	Spellbook Crystal Ball	Acc:2	20/25/30/35/40	7/5

Artifacts on offer: 1 Spellbook, 1 Magic Belt, 2 Magic Mirrors, 2 Elixirs

Orders required

Round six gem dealing, knowledge improvement, auctions and bids



**RAIL BARON 14**

The last of the big three goes.  
Four railroads remain for sale.

**ROUND 6**

Kevin Lee : Green : Pocatello Expressways Are Rampant (PEAR) : Cash 26K  
(Home: El Paso)

- 26: {7} SAL to 1 N of Charleston {-5 BUM}
- 27: {8} SAL/C&O to 1 W of Richmond {-1 bank -5 BUM}
- 28: {9} C&O to Washington {+9½} No purchase {-1 bank}
- 29: {7} C&O to 1 E of Cincinnati {-1 bank}
- 30: {9} C&O/B&O to St.Louis {+9} No purchase {-1 bank -5 SLAPPERS}

Jim Reader : Yellow : Bloody Useless Management (BUM) : Cash 53½K  
(Home: Detroit)

- 26: {7} AT&SF to Houston {+15} Buys AT&SF {-40} {-1 bank +5 PEAR}
- 27: {8} AT&SF to 4 W of Fort Worth {-1 bank +5 PEAR}
- 28: {9} AT&SF to 2 N of Phoenix {-1 bank}
- 29: {2} AT&SF to 4 E of Los Angeles {-1 bank}
- 30: {9} AT&SF to Oakland {+21} Buys GN {-17} {-1 bank}

John Shelley : Red : St.Louis, Atlanta, Plains & Pacific Electric Railroad System  
(SLAPPERS) : Cash 27½K (Home: Atlanta)

- 26: {7} CB&Q to 1 SW of Omaha {-1 bank}
- 27: {8} CB&Q to Casper {+12} Buys B&O {-24} {-1 bank}
- 28: {9} CB&Q to 2 E of Omaha {-1 bank}
- 29: {2} CB&Q to 2 W of Chicago {-1 bank}
- 30: {9} CB&Q/IC to 2 S of Memphis {-1 bank +5 PEAR}

Roger Krueger : Blue : PFFFT (Pennies Flattened for Feckless Teens : Cash 15½K  
(Home: San Francisco)

- 26: {7} B&O/L&N to Nashville {+6} Buys SLSF {-19} {-1 bank +5 C&T}
- 27: {8} L&N/CRI&P to 1 E of Oklahoma City {-1 bank +5 C&T}
- 28: {9} CRI&P to Oklahoma City {+7½} No purchase {-1 bank}
- 29: {2} CRI&P to 4 N of Fort Worth {-1 bank}
- 30: {9} CRI&P/UP to 4 W of Omaha {-1 bank}

Derek Wilson : Black : Cut & Thrust (C&T) : Cash 34K  
(Home: Los Angeles)

- 26: {7} WP to 2 W of Salt Lake City {-5 PFFFT}
- 27: {8} WP/D&RGW to 1 W of Denver {-1 bank -5 PFFFT}
- 28: {9} D&RGW to Denver {+13½} No purchase {-1 bank}
- 29: {2} D&RGW to Pueblo {-1 bank}
- 30: {9} MP to 1 S of Kansas City {-1 bank}

Turn	Basic Throw	Bonus	Priority	
31	2+3=5	-	PEAR	The Superchief bonuses are for Derek, should he care to take the risk of buying a Superchief in turn 32.
32	2+2=4	1 (E)	BUM	
33	3+4=7	4 (S)	SLAPPERS	
34	4+5=9	5 (S)	PFFFT	
35	4+1=5	5 (S)	C&T	

Player	Colour	First Destination	Payout	Second Destination	Payout
PEAR	Green	Salt Lake City (NW)	14,500	Cleveland . . . (NC)	18,500
BUM	Yellow	Oklahoma City (PL)	18,000	Boston . . . . . (NE)	17,500
SLAPPERS	Red	New Orleans . . (SC)	15,500	Washington . . . (NE)	11,000
PFFFT	Blue	Salt Lake City (NW)	12,500	Phoenix . . . . . (SW)	12,000
C&T	Black	Memphis . . . . . (SC)	11,000	Pittsburgh . . . . (NE)	8,000

Additional destination for *SLAPPERS* Washington to: San Francisco (SW) 30,500  
 Additional destination for *PFFFT*: Phoenix to: Dallas . . . . . (SC) 11,000  
 Additional destination for *C&T* Pittsburgh to: Sacramento . . (SW) 26,500

Player	Train	Railroads	Cash
PEAR	E	B&M, C&NW, C&O, SP	\$25,500
BUM	N	AT&SF, GM&O, GN, RF&P, SAL	\$37,500
SLAPPERS	N	ACL, B&O, CB&Q, IC, SOU	\$15,500
PFFFT	N	L&N, NYC, NYNH&H, SLSF, UP, WP	\$15,000
C&T	N	CMStP&P, D&RGW, MP, PA	\$33,500

Railroads available for purchase from the bank

CRI&P . . 29,000	NP . . . . . 14,000
N&W . . . 12,000	T&P . . . . 10,000

Roger, your moves only worked out if Nashville was at the start of the name. The city is at the end of the name - the square, not the circle.

Orders required

Turns 31 to 35



**AUSTRALIAN RAILWAYS 1**

It's too many loans that  
kills off your chances.

**GAME OVER**

1st	Martin Butcher . . . . .	89
2nd	Bruce Edwards . . . . .	63
3rd	Marcus Pratt . . . . .	60
4th	Tony Wilcock . . . . .	37

**Martin Butcher (1st):** An interesting variation in the "Railways" series, I still feel it suffers from the sensation that you have a good idea who is going to win but about the midpoint, and it's almost impossible to reverse this. Paying off my loans early enabled me to grab the lead and it just rolled along from there. While I seem to do reasonably well at these games in FWTDR, I'm not entirely sure why this is. I think it may be grabbing up cheap routes for the end of game bonus, not taking out too many loans, or something else.

Anyway, an enjoyable experience, thanks to the other players, and now I'm off to Wagga Wagga to recover.



## RAILROAD TYCOON 1

Michael sets the speed record.

## ROUND 3

I was asked whether New Haven should have gained two extra cubes from the New Industry card. You get new cubes with the City Growth card. New Industry just lets you change a grey city to a coloured city so that you can deliver cubes there.

First player auction	Bids:	JS	MS	SR	ML
Michael wins the auction		1	-	-	*2*

### Round 3.1

Michael Upgraded to a '3' train (cost 10,000 - issued 2 shares)

Joakim Built from Lexington to Nashville (cost 6,000 - issued 1 share)

Mark Built from Cincinnati to Columbus (cost 4,000)

Simon Upgraded to a '2' train (cost 5,000)

### Round 3.2

Michael Delivered grey from Philadelphia to Richmond (3 VPs, plus 3 for Speed Record)

Joakim Delivered yellow from Chicago to Cincinnati (2 VPs)

Mark Built Columbus to Pittsburgh (cost 6,000 - issued 1 share)

Simon Delivered purple from Philadelphia to New Haven (2 VPs)

### Round 3.3

Michael Built from Philadelphia to New York (cost 4,000 - issued 1 share)

Joakim Delivered red from Cincinnati to Chicago (2 VPs)

Mark Delivered yellow from Pittsburgh to Cincinnati (2 VPs)

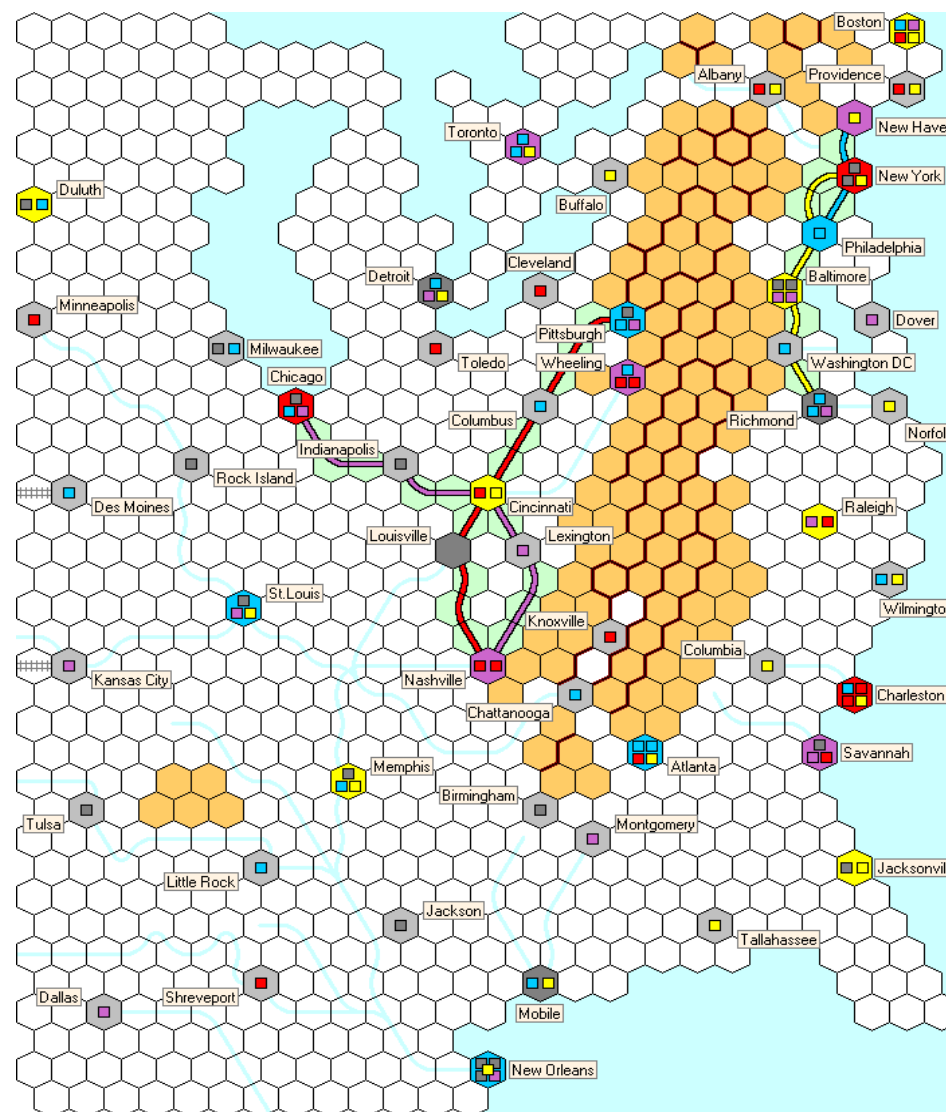
Simon Took the Boston Hotel card

Cash flow	Joakim		Mark		Simon		Michael						
Balance b/f		1		7		6		4					
Shares	3	+5	6	+5	12	1	-	6	5	+15	19		
Expenditure		-6		0		-10		2		-5	1	-16	3
Income		+7		7		+8		10		+8	9	+11	14
Share dividends		-3		4		-4		6		-1	8	-5	9
Shares issued		-		4		-		6		-	8	-	9
Balance c/f				4				6			8		9

Player	Colour	Train	VPs	Railroad Operation Cards
Joakim	Purple	2	5	-
Mark	Red	2	6	-
Simon	Blue	2	6	Hotel (Boston)
Michael	Yellow	3	9	Hotel (New York)
<ul style="list-style-type: none"> <li>● New Train (first '4' train)</li> <li>● Service Bounty (Mobile)</li> <li>● City Growth (2 new cubes)</li> <li>● Major Line (Baltimore/Toledo)</li> <li>● Major Line (New York/Chicago)</li> <li>● City Growth (2 new cubes)</li> <li>● Service Bounty (Jacksonville)</li> <li>● New Industry (urbanise) <b>New</b></li> </ul>				

There is 1 empty city.

The game end is triggered with 14 empty cities.



### Orders required

Bids for first player, followed by three sets of actions



**RAILWAY RIVALS 2016-CZ**

No doubts about the winner here.

**ROUND 12**

Czech Republic

Leapfrog rules

Round 12 Runs

			MATE	TBD	PUP	TGV	COL	
36	66 Usti Nad 23 Pardubice	① TBD 15 ① PUPPET 15 ✕ TGV		+2	-2 +4	-4		13 13 4
37	41 Brno 63 Cheb	① COLIN 16 ② PUPPET 9 ③ TGV 5 ✕ MATE	-3		-2 +3	-2 +3	+2 +2	12 8 7 3
38	56 Kladno/Priboram 21 Nachod/Trutnov	① PUPPET 16 ② COLIN 9 ③ TBD 5		+3	-5 -3		+5	19 4 7
39	44 Olomouc ♣5 Austria	① TGV 16 ② MATE 7 ② COLIN 7 ✕ TBD ✕ PUPPET	-2	-2	-1	-3 +4 +1	+3 +2 +1	14 9 -1 6 2
40	33 Frydek Mistek 15 Ceska Lipa/Decin	① TBD 16 ② MATE 9 ③ PUPPET 5 ✕ TGV	-1 -2	-2	+2 +2	-1		16 5 8 1
41	14 Melnik 52 Tabor	① MATE 30						30
42	34 Vsetin ♣5 North or South Germany	① TBD 13 ② COLIN 8 ③ TGV 5 ③ MATE 4 ✕ PUPPET	-1 -2 +3	+2	-2	+4/-5 -3	-2 +5/-4 +2 +2	10 5 9 4 2

Scores

Runs:	36	37	38	39	40	41	42	Score
TBD	376	13	-	7	6	16	-	428
PUPPET	256	13	8	19	2	5	-	305
MATE	237	-	3	-	9	8	30	291
TGV	224	4	7	-	14	1	-	259
COLIN	137	-	12	4	-1	-	5	157

Congratulations to Steve on a clear win. We'll take comments next time, some of which are already on file.

1st	Steve Ham	TBD	428
2nd	Peter Mearns	PUPPET	305
3rd	Bob Coull	MATE	291
4th	Simon Robertson	TGV	259
5th	Colin Sharpe	COLIN	157



**RAILWAY RIVALS 2026-DM**

Closing up at the back.

**ROUND 10**

Denmark

Round 10 Runs

			TRADE	GREAT	100%	KIM	BT	
19	63 Ribe/Langeland 36 Thybøran/ Svendborg	① KIMBPU 20 ② 100% 10						20 10
20	66 Haderslev/ Bornholm 51 Grenå/Roskilde	① TRADE 20 ② GREAT 10 ✕ 100%			-6			20 4 6
21	21 Esbjerg/Næstved 11 Skagen/Nakskov	① 100% 16 ② GREAT 9 ③ TRADE 5	-8 -8	+2/-7 +7/-2				3 6 21
22	42 Århus/Holbæk 54 Aalborg/ København-NE	① KIMBPU 16 ② BT 9 ③ GREAT 5 ✕ 100%		+1	-1	-1	+1	17 8 4 1
23	41 Horsens/ Kalundborg 23 Billund/Køge	① GREAT 16 ② KIMBPU 7 ② BT 7					+1/-2 +1	15 8 7
24	15 Hjørring/ Rødbyhavn 33 Holstebro/Odense	① TRADE 20 ② BT 10		+2/-1		-1		20 10

Round 10 builds

Trans Denmark Express (TRADE) (Tony Bromley, Red)  
None.

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
None.

100% Trains (100%) (Michael Longdin, Green)  
None.

Kolding Is the Most Boring Place in the Universe (KIMBPU) (Jim Reader, Yellow)  
None.

Brian's Trains (BT) (Brian Tappenden, Orange)  
None.

Scores

Runs:	19	20	21	22	23	24	Builds	Score
TRADE	307	-	20	21	-	-	20	368
BT	202	-	-	8	7	10	-	227
GREAT	146	-	4	6	4	15	-	175
100%	114	10	6	3	1	-	-	134
KIMBPU	83	20	-	-	17	8	-	128



Round 11 Runs

25.	62 - 12	Tønder/Samsø to Hjirtshals/Nykøbing Falster
26.	14 - 53	Frederikshavn/Vordingborg to Hobro/Helsingør
27.	44 - 32	Grindsted/Frederiksværk to Rinkøbing/Fåborg
28.	64 - 25	Sønderborg/Ærø to Vejle/Korsør
29.	52 - 26	Randers/Hillerød to Frederica/Slagelse
30.	51 - 46	Lemvig/Middelfart to Skjern/Town 46

100% got excluded from active participation in run 20 because he would have had to pay KIMBPU eleven points - and the maximum you can give someone is ten.

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals



**RAILWAY RIVALS 2028-DC**

FERRET takes second place from WCRC.

**ROUND 9**

Devon and Cornwall

Round 9 Runs

			FERRET	GREAT	WCRC	
8	11 Penzance	① GREAT 20	+6			26
	51 Seaton	② FERRET 10		-6		4
13	53 Taunton	① WCRC 15		+5		20
	66 Bideford	① GREAT 15			-5	10
14	12 St.Ives	① GREAT 20	-7			13
	24 St.Austell	② FERRET 10		+7		17
15	15 Truro	① FERRET 30				30
	41 Torquay					
16	25 Lostwithiel	① GREAT 16				16
	46 Exeter	② FERRET 9				9
		③ WCRC 5				5
17	31 Liskeard	① GREAT 20	-1			19
	52 Honiton	② FERRET 10		+1		11
18	64 Bude	① WCRC 30	-5	-3		22
	36 Kingsbridge	✕ FERRET			+5	5
		✕ GREAT			+3	3

Round 9 builds

Fast English Railways Require Electric Trains (FERRET) (Tim Franklin, Purple)  
C80 - D79 - C79 - Dulverton. -5 (builds) +6 (towns) +2 (WCRC) = +3

Graystone Railways Entertain Another Territory (GREAT) (Michael Graystone, Brown)  
Z26 - A71 - A74 - B74, A71 - B71 - D70. -10 (builds) +2/-2 (WCRC) = -10

West Cornwall Railway Co. (WCRC) (Peter Robbins, Black)  
V35 - V39, Y28 - W29. -8 (builds) -2 (FERRET) +2/-2 (GREAT) = -10

Scores

	Runs:	8	13	14	15	16	17	18	Builds	Score
GREAT	212	26	10	13	-	16	19	3	-10	289
FERRET	101	6	-	17	30	9	11	5	+3	182
WCRC	131	-	20	-	-	5	-	22	-10	168

Round 10 Runs

6.	34 - 56	Tavistock to Dulverton
12.	21 - 63	Padstow to Lynton . . . . . (not yet available)
19.	24 - 31	St.Austell to Liskeard
20.	41 - 33	Torquay to Plymouth
21.	51 - 45	Seaton to Exeter
22.	14 - 22	Falmouth to Wadebridge
23.	62 - 15	Barnstaple to Truro
24.	64 - 55	Bude to Tiverton

Runs	Builds
Enter up to 5	Up to 10 points excluding payments to rivals



**RAILWAY RIVALS 2029-DC**

GITCO moves further ahead.

**ROUND 8**

Devon and Cornwall

Round 8 Runs

			ODE	YOKEL	GITCO	
1	26 Looe	① GITCO 15		+8/-2		21
	64 Bude	① YOKEL 15			+2/-8	9
7	56 Dulverton	① GITCO 15	+5			20
	23 Bodmin	① ODE 15			-5	10
8	66 Bideford	① YOKEL 20	-2			18
	45 Exeter	② ODE 10		+2		12
9	54 Taunton	① ODE 30				30
	42 Newton Abbot					
10	24 St.Austell	① ODE 20			+4/-3	21
	33 Plymouth	② GITCO 10	+3/-4			9
11	35 Okehampton	① GITCO 20		+3/-3		20
	12 St.Ives	② YOKEL 10			+3/-3	10
12	61 Ilfracombe	① YOKEL 30			-4	26
	14 Falmouth	✕ GITCO		+4		4

Round 8 builds

Old Devon Enterprise (ODE) (John Marsden, Orange)  
Bodmin - P16 - Wadebridge - P13 - Q13 - Padstow, Tavistock - Q24 - R23.  
-10 (builds) +1/-1 (YOKEL) -6 (GITCO) = -16

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)  
K12 - Truro, Launceston - S21 - P22, X27 - W28, P16 - Bodmin.  
-10 (builds) +1/-1 (ODE) +1/-2 (GITCO) = -11

Goram Is Tony's Cornish Origin (GITCO) (Tony Sait, Green)

Wadebridge - P12, C75 - E74 - Lynton.

.....-10 (builds) +6 (towns) +6 (ODE) +2/-1 (YOKEL) = +3

Scores

	Runs:	1	7	8	9	10	11	12	Builds	Score
GITCO	141	21	20	-	-	9	20	4	+3	218
ODE	108	-	10	12	30	21	-	-	-16	165
YOKEL	81	9	-	18	-	-	10	26	-11	133

Round 9 Runs

5.	52 - 63	Honiton to Lynton
13.	53 - 32	Taunton to Plymouth
14.	44 - 15	Sidmouth to Truro
15.	55 - 25	Tiverton to Lostwithiel
16.	41 - 21	Torquay to Padstow
17.	62 - 36	Barnstaple to Kingsbridge
18.	65 - 11	Launceston to Penzance

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals



RAILWAY RIVALS 2051-EA

Back in good old blighty.

NEW GAME

Michael Graystone	2 Grovelands Road, St.Paul's Cray, Orpington, Kent, BR5 3EF
Kevin Lee	149 Ludlow Road, Woolston, Southampton, SO19 2ER
John Marsden	91 Westwood Avenue, Lowestoft, Suffolk, NR33 9RS
Simon Robertson	Melyn, Colyton Way, Purley-on-Thames, Reading, Berkshire, RG8 8BL
Colin Sharpe	94 Surrey Grove, Sutton, Surrey, SM1 3PN

Maps of the East Anglia area are enclosed for all. For five players, three start from London, one from Peterborough and one from Lowestoft, so give me a preference list from those.

This is the second map I've produced with my map making program, and coincidentally has rivers and estuaries as in the Dixieland map.

The town names obscure parts of the map, but note that if a border is obscured, it does not contain a river or an estuary hex side. Some hill hex sides are covered, but it should be obvious that you still have to make the necessary payments to cross these.

Set up
Starting town, company names and colour preferences



RAILWAY RIVALS 2030-DC

Six more towns get connected.

ROUND 6

Devon and Cornwall {16 points for these builds}

Travel Hotspot Under Development (THUD) (Bob Coull, Black)

P16 - Bodmin, M11 - Newquay, V18 - Bude, Y24 - Bideford, M11 - K10,

Barnstaple - D70 - Ilfracombe, Dulverton - C75 - E74.

52 +24 (towns) +1 (REAL ALE) +1/-1 (TGV) = 77

Rail Efficiency and Luxury, All-the-way-to Lands End (REAL ALE) (Steve Ham, Brown)

Tavistock - Q23 - Launceston, N17 - M17, N13 - N12 - M12 - M11, N20 - Liskeard.

59 -1 (THUD) -2 (TGV) = 56

Theophilus' Goods Vehicles (TGV) (Simon Robertson, Blue)

K12 - L11 - L9 - Newquay, Tavistock - P24 - N25 - Plymouth, I5 - St.Ives, I5 - Penzance,

W26 - Y25.

87 +12 (towns) +1/-1 (THUD) +2 (REAL ALE) = 101

Round 7 Runs

1.	44 - 61	Sidmouth to Ilfracombe
2.	45 - 53	Exeter to Taunton
3.	51 - 34	Seaton to Tavistock
4.	15 - 35	Truro to Okehampton
5.	25 - 64	Lostwithiel to Bude
6.	14 - 24	Falmouth to St.Austell

Runs	Builds
Enter up to 4	Up to 10 points excluding payments to rivals



RAILWAY RIVALS 2046-DC

TRADE gets Truro while YOKEL gets Redruth.

ROUND 4

Devon and Cornwall {16 points for these builds}

Taunton Rapid Express (TRADE) (Tony Bromley, Orange)

N15 - N12 - L11 - K12 - Truro - Redruth.

26 +6 (towns) -2 (YOKEL) +1 (PASTIE) = 31

Yellow Original King-sized Engines Limited (YOKEL) (Jim Reader, Yellow)

N15 - N12 - M11 - M10 - I8 - Redruth - I6.

32 +6 (towns) +2 (TRADE) +1 (PASTIE) = 41

Poor and Shaky Trains in Exeter (PASTIE) (Don Shailer, Green)

Tiverton - W38 - W40, W38 - U37 - Exeter - T35 - S36 - R35.

38 -1 (TRADE) -1 (YOKEL) = 36

Builds
Up to 14 points excluding payments to rivals



## RAILWAY RIVALS 2047-DX

The general trend is  
to head north east.

## ROUND 1

Dixieland - south east USA ..... {13 points for these builds}

South And Delta (SAD) (Steve Ham, Grey)

Savannah - S33.

20

Richmond Expressways Are Rampant (REAR) (Kevin Lee, Brown)

Mobile - I9 - Meridian - O12 - Birmingham, O12 - R10.

20 +3 (towns) = 23

Bloody Useless Management (BUM) (Jim Reader, Yellow)

Mobile - O15 - O19.

20

Seacoast New Ironworks, Bessemer, Birmingham & Ohio Railroad (SNIBBOR)

Mobile - H9 - Birmingham - Q12 - S13.

(Lionel Robbins, Red)

20 +6 (towns) = 26

Just Another Zany Zone (ZONE) (Colin Sharpe, Blue)

Savannah - M30 - Columbia - U31.

20 +3 (towns) = 23

Please uses spaces in your build orders. A continuous string of characters can be difficult to read, even with hyphens to separate items.

### Builds

Up to 14 points excluding payments to rivals

## UK GAMES EXPO

A new games exhibition is set to hit the UK in 2007. The UK Games Expo will take place in Birmingham on the 2nd and 3rd of June. The goal is to raise the profile of gaming as a hobby that will appeal not just to a minority of gamers but to families and the general public. With that in mind the exhibition will be open to the public and will be 'well advertised'.

Put another way, the aim is to hold an event along the lines of the Essen show. If it raises awareness of the hobby it can only be a good thing. I can't see me not going, I just don't know yet in what capacity I will be attending.

There is a web site that was supposed to be running by early August, but we're nearly in October and it still says 'coming soon', so let's hope that 's not an indication of how the event will turn out. The web address is [www.ukgamesexpo.co.uk](http://www.ukgamesexpo.co.uk) (not .com as listed in their promotional information) and that's the place to check for more details as time goes by.

If this grows in future years you might want to be able to say you were at the first. ☆

## NEWS FROM THE ROCK

<http://www.fwtwr.com/>



This is the section that provides news of the Internet sibling of this zine.

☆ In what was hopefully a fairly seamless move, the web site left it's old home and moved to a new host. There was a lot of work behind the scenes as some of the coding had to be changed so that it would continue to work with the new host, but that could all be done and tested prior to the move. No updates were done to the web games for thirty-six hours while the new addressing information propagated around the Internet, and as nobody reported any problems, it looks to have been a good transfer. If anyone does fid any problems then do let me know.

☆ Here are the current web ratings for zine subscribers with a rating of 2.0 or more:

▲ Roger Krueger	3.267
▲ Rob Thomasson	2.857
- Neil Walters	2.677
- Martin Butcher	2.367
- Peter Hawkins	2.304
- Gareth Lodge	2.167
- Michael Longdin	2.035
▼ Michael Graystone	2.031
- Bob Coull	2.000

☆ Completed games and winners:

Puerto Rico e635	David Hilbert
1825 e638 {1825-D21 - Unit 3}	Ola Hansson
Euphrat & Tigris e651	Greg Pylypovych
Acquire e656	Nic Chilton
Torres e660 {Action Card}	Dave Burton
Euphrat & Tigris e663	Rob Thomasson
Carcassonne e673	Roger Krueger
Euphrat & Tigris e677	Brian O'Farrell
Ingenious e679	Andy Woodward
Torres e681	Dave Burton

☆ New games and start dates:

1856 e692 {1856-C22}	Sep 2nd
Acquire e693	Sep 2nd
Ingenious e694	Sep 4th
Carcassonne e695 {River}	Sep 7th
Princes of Florence e696	Sep 8th
Puerto Rico e697	Sep 14th
Torres e698 {Action Card}	Sep 16th

## PREVIEW

Next month will see the fifth 1826 game in these pages, although it's only the third to start life here as the first two were rehoused from Track Events. The following month may see our first 1850 game. It rather depends on how long it takes John Tamplin to deliver the game to some of those on the waiting list. As he produces games to order and always has a number in production, it's difficult to know how long it will be before your game arrives. He's also producing copies to take to the Essen show, which will delay production of customer orders to some extent.



Here's the plan for new games due to start in the next issues.

#137: 1826, Acquire {Standard}, Bus Boss {Kyrgyzia}  
#138: Railway Rivals {Israel and Palestine}



## ZINES RECEIVED

A summary of zines that I've received recently.

Date	Zine/Issue
Aug 29th	...mais n'est-ce pas la gare? 64
Sep 8th	Save Your xxs For Me 32
Sep 16th	Bloodstock 193
Sep 18th	Ode 278
Sep 22nd	Hopscotch 228

Issue 228 of Hopscotch was the last paper edition of that zine to be produced. Alan Parr will produce electronic issues for those playing in the games, but is ceasing production of the paper thing. I'd like to wish Alan all the best on this stage of his retirement plan, and thank him for all the enjoyment that Hopscotch has given to many people over the years.



## RATINGS

This is the list of subscribers with a rating of 2.000 or greater. People are only included if they have completed five games.

▼	David Smith	3.647
-	Lionel Robbins	3.250
-	Lyndon Gurr	3.025
-	Mark Frueh	3.000
▼	Simon Robertson	2.974
▲	Peter Mearns	2.800
▲	Marcus Pratt	2.756
-	Steve Thomas	2.667
-	Stephen Webb	2.467
-	Gareth Lodge	2.400
▼	Colin Sharpe	2.291
-	Michael Graystone	2.200
-	Rob Thomasson	2.141
-	Mike Hutton	2.031

## GAME ORDERS

Please observe these guidelines when sending your orders.

- ✱ The game name *and game number* must be given for each set of orders.
- ✱ Your own name and where relevant, your company name and game colour, must be given for all game orders, preferably at the top of the orders.
- ✱ When you need to refer to other players in a game, you should use their company name *and* colour if these are present in the game.
- ✱ Do not use both sides of the same sheet of paper for different games.
- ✱ When sending orders via e-mail, make sure they are sent as *plain text*, with *FWTDR* or *die rolls* somewhere in the subject line.
- ✱ E-mail orders should be sent to one address only. You may know of more than one address that can reach me, but they all converge on one mailbox. When orders are sent to more than one source, I have to check they are in fact identical.
- ✱ Leave a reasonable space between orders for different games so that they can be easily separated and filed. If you're typing your orders, put at least three blank lines between orders for different games. I expect a minimum of two inches of paper for each game. On the other hand, please do not submit orders using double-line spacing throughout, as this tends to push a simple set of orders onto two sheets of paper.
- ✱ Remember that the deadlines given are when the orders should reach me, *not* when orders should be sent. Please do not rely on speedy postal delivery, or on instant e-mail delivery.

### Handling NMRs (No Move Received)

- ✱ If you normally post orders to me and I do not have an e-mail address for you, I cannot remind you but will give as much time as possible for late orders to arrive.
- ✱ If I have an e-mail address for you, I will usually send a reminder the day after the deadline, although this is not guaranteed.
- ✱ If you are unable to provide orders straight away, it is of immense help if you can reply to any reminder and let me know when you hope to provide orders.
- ✱ Games will not normally be held over due to a shortage of orders.
- ✱ My actions for a player with no orders depends on the game, but usually involves holding still unless the game has specific rules for NMRs. For Bus Boss and Railway Rivals runs, I will take a brief look at the game and enter the player runs that cost the least, to avoid skewing the results for the other players.
- ✱ If orders arrive once I have adjudicated a game, I may rerun it, but this is entirely at my discretion and depends on how much time I have.



## GAME STANDARDS

### Games that involve auctions

I interpret auction orders in the following way.

A bid for a specific figure means just that - you will bid that figure and nothing else. If you want to bid above a previous bid and are willing to go to a maximum bid, then order your bid *up to* that maximum. You will then bid the minimum possible, and keep bidding until you win the auction or reach your maximum. If you are entitled to any discounts, do not deduct the discount before bidding. Any applicable discounts will be deducted after the auction is over.

### Bus Boss and Railway Rivals

For Railway Rivals, the games I run use a single building allowance during the building rounds, rather than three separate die rolls.

During the operating rounds, Bus Boss scoring is used for both games. This shares 30 points between all entrants. If only one player enters a run, they get the full 30 points (less any payments they need to make to rivals). Players who complete a run in the same turn share placings. If shared placings mean that points cannot be shared evenly, the poorer player at the time of the run gains the odd point. If the players are tied before the run, the odd point is discarded.

When ordering for operating rounds, you should always list the runs in their proper sequence. You should not list runs you are not entering, as this often makes orders more confusing. If one or more runs is conditional on joint runs or other arrangements being accepted, the conditional order should appear against the run so that I can check the conditions before proceeding.

The maximum you may pay any single player in a run is ten points. If the length of the route you need to enter a run is more than twice the shortest route of any other entrant, your entry will be rejected, but that run will count towards the number that you are allowed to enter.

Rules for carried over runs:

Bus Boss:

The limit of five runs applies at all times.

Railway Rivals:

If 1 run is carried over, then you are still limited to 4 runs.

If 2 or 3 are carried over, then you can enter 5 runs.

If 4 or 5 are carried over, then you can enter 6 runs.

If 6 or 7 are carried over, then you can enter 7, and so on, but the referee may need sorting out if it gets this bad (i.e. building allowances were too small).

In all these cases, you can choose your runs from all those available.



## WHO PLAYS WHAT

Peter Berlin	1829-C20, 1829-V21, 1856-Y19	Peter Mearns	RR-2016-CZ
Tony Bromley	RR-2026-DM, RR-2046-DC	Willem Moene	1800-I20, 1830-G20, 1830-R20, 1830-F21, 1835-B21, 1856-M19, 1856-D22, 1870-O20, 18Kaas-O19, Acq46, OP23, OP24
Simon Brooks	BA16, BB-297-VSW, Sop340	Marcus Pratt	NER8, OP23, OP24
Martin Butcher	1829-C20, 1830-G20, 1856-Y19, 1870-U19, 1895-L20, 18Kaas-O19, BA15, BB-293-NIT, LR10, NER8, OP24	Jim Reader	6n12, BA15, BA16, BB-292-FRA, BB-293-NIT, BB-297-VSW, OP24, PR4, PR5, PR6, RB14, RR-2026-DM, RR-2029-DC, RR-2046-DC, RR-2047-DX, Sop340
John Colledge	6n12, Acq44, Acq45	Lionel Robbins	1829-J19, 1829-V21, PR6, RR-2047-DX
Bob Coull	Acq46, BB-292-FRA, BB-297-VSW, RR-2016-CZ, RR-2030-DC	Peter Robbins	RR-2028-DC
Simon Cutforth	1856-M19, 1870-O20	Tony Robbins	1837-G21, 1856-D22
Bruce Edwards	BA15	Simon Robertson	BB-292-FRA, BB-297-VSW, RRT1, RR-2016-CZ, RR-2030-DC, RR-2051-EA
Tim Franklin	1895-L20, 6n12, BA16, RR-2028-DC, Sceptre 1, Sop340	Tony Sait	1830-F21, 1835-B21, 1856-M19, 18Kaas-O19, PR6, RR-2029-DC
Mark Frueh	1830-R20	Don Shailer	1829-C20, BB-293-NIT, RR-2046-DC, Sop340
Michael Graystone	6n12, Acq44, Acq45, BB-292-FRA, BB-299-NWA, RR-2026-DM, RR-2028-DC, RR-2051-EA, Sop340	Colin Sharpe	6n12, Acq44, Acq45, BB-293-NIT, BB-299-NWA, RR-2016-CZ, RR-2047-DX, RR-2051-EA
Lyndon Gurr	1829-J19, 1856-M19, 1870-U19, 1899-Z21, 18Kaas-O19, Acq46, LR10, OP22, Sceptre 1	John Shelley	1829-J19, 1835-B21, 1856-D22, 1870-U19, 1899-Z21, RB14
Steve Ham	6n12, BA16, BB-293-NIT, BB-299-NWA, RR-2016-CZ, RR-2030-DC, RR-2047-DX	David Smith	1829-J19, 1829-C20, OP23, Sceptre 1
Geoff Hardingham	1837-G21, OP24, PR4, StP1, Sceptre 1	Don Smith	1830-G20, 1830-R20, 1830-F21, 1835-B21, 1837-G21, 1870-O20, 1899-Z21
Alan Harvey	1800-I20, 1825-L21, 1829-J19, 1899-Z21, 18Kaas-O19	Joakim Spångberg	RRT1, Sop340
Mick Haytack	6n12, Acq44, OP23	Allan Stagg	BA15, PR5
Mike Head	1830-F21, 1856-Y19, 1856-D22	Mark Stretch	1830-F21, 1835-B21, BA15, OP24, RRT1
John Hopkins	1829-V21	Brian Tappenden	BB-292-FRA, PR5, RR-2026-DM
Mike Hutton	1825-L21, 1829-V21, 1830-R20, 1870-U19, StP1	Paul Tappenden	PR5
Sharon Khan	6n12, BA16, NER8, StP1, Sceptre 1	Rob Thomasson	1829-V21, 1856-Y19, PR6, StP1
Roger Krueger	1830-G20, 1870-O20, 1895-L20, LR10, RB14	Roger Trethewey	BA15
Kevin Lee	Acq45, BA16, BB-292-FRA, BB-297-VSW, BB-299-NWA, OP23, PR4, RB14, RR-2047-DX, RR-2051-EA, Sceptre 1	Stephen Webb	1830-G20, 1837-G21, 1856-M19, 1856-Y19, 1870-U19, 1870-O20, PR4
Michael Longdin	OP24, RR-2026-DM, RRT1	Tony Wilcock	Acq45, Acq46, LR10, NER8
Richard Lunn	1830-R20, 1856-D22	Derek Wilson	RB14
John Marsden	Acq46, BB-299-NWA, RR-2029-DC, RR-1051-EA		



## OUTSIDE EDGE

FOR WHOM THE DIE ROLLS is brought to you by:

Keith Thomasson, 14 Stepnells, Marsworth, Near Tring, Herts, HP23 4NQ

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## DEADLINES

Wednesday October 25th 2006

18xx Games - Friday October 20th

Future main deadlines: November 22nd December 20th January 24th

E-mail orders must be sent as plain text messages. Do not send as e-mail attachments.  
Unreadable submissions will be treated as No Move Received.